

# JACK MARTIN

Concept Artist  
Melbourne, Victoria  
www.jackmartin.art  
crowdancejack@gmail.com

Concept Artist working in the games industry, currently residing in Melbourne, Australia.

I'm always up for new projects and the fun design puzzles that come along with them. Whether designing epic environments or interesting characters (and everything in between) I just enjoy the process and happily work with new and old friends alike.

Among other projects I have recently been working with Melbourne based game companies *UpSurge*, *Screaming Void* and *Studio Bento*, working on FPS / adventure games and VR experiences.

**Projects including:** UNDERTUNNEL, Now You See: A Hand-Painted Horror Adventure, Riftbound, Remembrance VR, The Fun of Fear, All of You, Project 51.

## Professional Experience

Concept Artist 2023-now  
*FREELANCE*

Concept / Game Artist / Developer 2022-2023  
*SCREAMING VOID (UNDERTUNNEL)*

- Creator of original FPS game IP
- Responsible for all art and Unity development

Concept Artist 2020-2022  
*FREELANCE*

- Creating concept art and in-game graphics for studios including Studio Bento, Barrel Smash Studios & Black Salamander.

**Artist and Game Developer** 2019-2020  
*SCREAMING VOID (Now You See)*

- Creator of original adventure game IP
- Responsible for all in-game artwork, UI and design
- Creator of all marketing material

**Artist** 2016-2019  
*FREELANCE*

- Children's book illustrations
- Indie movie posters
- Private commissions
- Personal projects

**Artist in Training - Part Time & Full Time** 2012-2016  
*LONDON ATELIER OF REPRESENTATIONAL ART*  
*WATTS ATELIER*  
*SELF INSTRUCTION*

**IT Engineer** 2009-2012  
*ROCKSTEADY STUDIOS (Batman: Arkham Asylum, Arkham City)*