

LEONARDO "NANDO" MARTINEZ

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PROFESSIONAL EXPERIENCE

Gameplay Animator, D.I.C.E. L.A., Los Angeles, CA	2018
◆ <i>Battlefield V</i> , gameplay animator (2018)	
Senior Animator, Insomniac Games, Burbank, CA	2017-2018
◆ <i>Spider-Man PS4</i> , cinematics/missions animator (2018)	
Cinematics Animator, D.I.C.E. L.A., Los Angeles, CA	2016-2017
◆ <i>Battlefield 1</i> , cinematics animator (2016)	
Senior Animator, FuseFX, Burbank, CA	2016
◆ <i>Zoo(episodic)</i> , character animator (2016)	
Animator: In game cinematics, Naughty Dog, Santa Monica, CA	2015-2016
◆ <i>Uncharted 4: A Thief's End</i> , animator (2016)	
Senior Animator, Double Negative, Vancouver, BC	2015
◆ <i>Through the Looking Glass</i> , character animator (2016)	
Senior Animator, Moving Picture Company, Vancouver, BC	2014-2015
◆ <i>Goosebumps</i> , character animator (2015)	◆ <i>The Finest Hour</i> , postvis (2016)
Animator: Gameplay, Tripwire Interactive, Roswell, GA	2014
◆ <i>Killing Floor 2 (vg)</i> , animator: game play (2014)	
Senior Animator, 42 Entertainment, Burbank, CA	2014
◆ <i>Bumpers for Disney Jr rebrand</i> . character animator (2014)	
Senior Animator, Industrial Light and Magic	2013-2014
◆ <i>Transformers 4</i> , character animator (2014)	
Senior Animator, Prologue Films, Venice, CA	2013
◆ <i>Guinness Black</i> , pre-visualization layout and animation (2013)	
Senior Animator, Sony Pictures Imageworks, Culver City, CA	2013
◆ <i>Smurfs 2</i> , character animator (2013)	
Senior Animator, Sony Pictures Imageworks, Culver City, CA	2011-2012
◆ <i>The Amazing Spider-Man</i> , character animator (2012)	
Senior Animator: In game cinematics, Hydrogen Whiskey, Santa Monica, CA	2011
◆ <i>Kinect Star Wars</i> , character animator (2012)	
Senior Animator, Hydraulic, Santa Monica, CA	2007 - 2012
dozens of projects including ◆ <i>Captain America</i> (2011)◆ <i>Skyline</i> (2010)◆ <i>Avatar</i> , (2009),	
Animator: Gameplay & Cinematics, Shiny Entertainment, Newport Beach, CA	2007
◆ <i>The Golden Compass</i> - video game, character animator (2007)	
Animator: Gameplay, Climax Group, Santa Monica, CA	2006
◆ <i>Silent Hill: Origins</i> - video game, character animator (2006)	

EDUCATION

Academy of Art University, San Francisco, CA Master of Fine Arts Degree, Concentration in Computer Arts

University of South Florida, Tampa, FL Bachelor of Arts Degree in Fine Arts, Concentration in drawing and painting