



# 3D Environment & Lighting Artist

## Samuel Felix Eugene Martono

- +1-647-330-0446 (Canada)
- felix.martono@gmail.com
- felixeugene.com
- linkedin.com/in/felixeugene
- artstation.com/felixeugene
- imdb.com/name/nm7403565/



Canadian Permanent Residence

### Skills

- 3D Modeling
- Texturing
- Shading
- Lighting
- Slap Compositing
- Game Design

### Softwares

- Maya — 3D Modeling
- Z-Brush — 3D Modeling
- Mari — Texturing
- Sub Painter — Texturing
- Katana — Lighting
- Maya — Lighting
- Houdini — Lighting
- V-Ray — Render Engine
- Renderman — Render Engine
- Arnold — Render Engine
- Redshift — Render Engine
- Mantra — Render Engine
- Nuke — Compositing
- Unreal Engine — Game Engine

### Languages

- English
- Indonesian

### Education

#### Bachelor of Fine Arts (VFX)

Graduated from Academy of Art University (San Francisco)  
Graduated on May 2017

### Experiences

#### Lighting Artist - Framestore Vancouver

1899 | Heart of Stone

#### Lighting Artist - Method Studios Vancouver

For All Mankind S03 | Thor : Love and Thunder

#### Intermediate Model Texture Artist - ICON Creative

Alice in Wonderland | Transformer

#### 3D Asset & Lighting Artist - Mr.X inc Toronto

Monster Hunter (Lighting) | Snowpiercer 2 (Asset) | Awake (Asset)

#### Lighting Artist - MPC Montreal

Detective Pikachu | Maleficent 2 | Artemis Fowl |  
The Voyage of Doctor Dolittle | Noelle

#### 3D Asset Artist - Mr.X inc Toronto

Shazam | Ocean's Eight | Carnival Row |  
American Gods (S2) | The Highwaymen | The Silence

#### CG Generalist - Enspire Studio

Worked on some Commercials & Legrand Video Games trailer

### Awards

#### AAU Spring Show 2016

Texturing on World of Steam asset  
Asset : AirShip

#### AAU Spring Show 2017

Runner-Up VFX Short: Lab is Closing  
Role: Lead Look Development & Compositing