

CV Martina Hugentobler

Personal

Year of birth 1991
Country of origin Switzerland
E-mail martinahugento@gmail.com
Portfolio www.mhug.ch

Professional Experience

Okomotive

Senior Animator & Rigger
November 2015 – Present

Stray Fawn Studio

Character Animator & Rigger
August 2020 – Present

Accenture (internal XR Studio)

Character Animator & Senior 3D Artist
October 2019 – August 2022

SAE Institute

3D Animation & Rigging teacher
December 2020 – Present

N-Dream AG

Lead Artist & Game Designer
July 2015 – October 2019

Somniacs SA

3D Artist
July 2015 – October 2015

Freelance

Animator, Designer & Illustrator
June 2010 – July 2015

Education

2016 Lucerne Master Academy of Animation
2012 – 2015 Bachelor of Arts in Game Design at Zurich University of the Arts
2011 Artistic preparatory course at Zurich University of the Arts
2007 – 2010 Gymnasium with focus on visual arts

Tools

Expert	Autodesk Maya: character & creature animation, rigging Blender: hard-surface modelling, character modelling, character & creature animation, rigging Unity: animator state machines, environment design Photoshop: texturing, image manipulation
Intermediate	Substance Painter: texture painting & generation After Effects, Premiere, Illustrator, Indesign Reaper: sound design

Languages

English	proficient
German	native
French	intermediate

Shipped Games

2022	The Wandering Village
2022	FAR: Changing Tides
2018	FAR: Lone Sails
2016	Niche - a genetics survival game

Exhibitions

2020	Gamescom, online
2018	Gamescom, Cologne
2017	IGF, San Francisco GDC, San Francisco Gamescom, Cologne
2015	Sundance NEXT FEST, Los Angeles Gamescom, Cologne Indie Prize Showcase Europe, Amsterdam CEGC, Vienna
2014	AMAZE Workshop Exhibition, Berlin Swissnex India Exhibition, Bangalore

Awards

2015 – 2020	Various awards for FAR: Lone Sails such as Best Student Game nomination at IGF, and Best in Play at GDC Play
2014	The Rookies (CG Student Awards): Next-Gen Gaming Finalist