Martin Allers

Technical Artist | Python Tools & Pipeline

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SUMMARY

Technical Artist with 7 years in AAA game development, building Python tools and pipelines for artists and animators. Shipped Hitman 2, Hitman 3 and Vampire: The Masquerade - Bloodhunt. Experienced in Maya, 3ds Max and MotionBuilder tool development with Qt user interfaces, working closely with art, animation and engineering teams. Proficient in Perforce, both supporting other users and building tools on its Python API.

EXPERIENCE

Technical Artist · Sharkmob, Malmö · May 2021 - May 2026

Shipped: Vampire: The Masquerade - Bloodhunt. Also worked on Exoborne (in development).

- Developed and maintained Python tools and utilities for the art team, automating repetitive asset-production tasks
- Built artist-facing tool interfaces in Python and Qt
- Built a one-click MotionBuilder tool that auto-retargets mocap data onto the animators' exo-rig setups
- Maintained and improved the content pipeline between DCC tools and the game engine
- Researched and prototyped new workflows and tools to improve production efficiency
- Supported artists day to day with technical problems, Perforce, tool training and documentation

Technical Animator · IO Interactive, Malmö / Copenhagen · Jan 2019 - Jul 2020

Shipped: Hitman 2, Hitman 3.

- Wrote Python tools in Maya and MotionBuilder for the animation pipeline
- Connected the team's separate manual rigging tools into a one-click auto-rig solution
- Worked closely with animators to find workflow bottlenecks and build tools to remove them

Technical Animator Intern · IO Interactive · Sep 2018 - Jan 2019

- Scripted tools for the artist and animator pipeline as part of the Hitman 2 team

SKILLS

- **Languages:** Python, C++
- **UI:** Qt, PySide
- **DCC tools:** Maya, 3ds Max, MotionBuilder, Houdini
- **Engines:** Unreal Engine, Glacier (IOI in-house engine)
- **Version control:** Perforce (daily use and supporting other users), P4Python (Perforce Python API) for tool development
- **Areas:** tool development, content and animation pipelines, version control integration, artist workflow automation, technical animation
- **Development tools:** PyCharm

EDUCATION

Advanced Diploma in Higher Vocational Education, Technical Art · The Game Assembly · 2017 - 2019

Bachelor of Computer Science in Digital Game Development (Technical Artist) · Blekinge Institute of Technology · 2012 - 2015

LANGUAGES

Swedish (native) · English (full professional proficiency)

References available on request.