

martin rezard

CHARACTER AND CREATURE DESIGN, TRADITIONAL SCULPTING AND DIGITAL MODELLING, SPECIAL MAKE UP EFFECTS.

United Kingdom

mrezard00@gmail.com

Character and creature design, digital modelling, traditional sculpting, special make up effects, and everything in between...

Experience

concept designer, senior sculptor.

pinewood studios, london.
Jun 2013 - Feb 2019

lucasfilms

I was part of Neal Scanlan's creature FX crew from the start of "The force awakens " until the last day on "the rise of Skywalker"all through "Rogue one,""The last Jedi" and "Solo".

sculptor, special make up effects artist.

shepperton studio, London
Apr 2013 - Jul 2013

marvel films

I sculpted armours, helmets, muscle suits etc for the costume department, before joining the special make up effects department to sculpt and apply background alien make ups.

Concept artist.

London

Maleficent

I did some character designs for David White's special make up effects department, then for the Art department.

concept designer, sculptor.

Harry Potter and the deathly hallows

I was part of Nick Dudman special make up effects and creature department, designing and sculpting gringotts goblins, giants and anything I could...

concept designer, sculptor.

Pinewood studios, London

prometheus

working for Neal Scanlan's creature FX department, I designed and sculpted a whole range of Alien incarnations.

Concept designer, sculptor

London

game of thrones, season 2

Working for Conor OSullivan's creature inc, I designed the white walkers then sculpted the prothetic faces.

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