# Marty Stoltz

###### Cinematic Director

## **Professional Experiences**

**Warner Brothers Games** 2014-Present

Chicago, Illinois

**Director of Cinematics**

* Responsible for driving the artistic vision and quality of all product’s cinematic events.
* Overseeing all creative aspects of cinema production.
* Ensure quality and consistency of the established art/story vision and in game cinematic elements.
* Managed the leads of the cinema team and approve the production pipe-line.

**Ubisoft** 2012-2013

Montreal, Quebec

**Realization Director**

* Control the quality of the mise-en-scène, composition, framing, camera, music
* Provide guidelines with regards to the development of specific narrative/scripted event
* Ensure the overall coherence of the storyline/scripted events throughout the game
* Create intense emotional experiences by integrating gameplay and Cinematics
* Direct the script/scene-breakdown, movement creation, and final edits of the Cinematics
* Understand how the gameplay elements could affect the development of the story

**38 Studios/Big Huge Games** 2008-2012

Timonium, MD

**Cinematic Director**

* Directed and designed all run-time and pre-rendered cinematics
* Architected the pipeline and cinematic tools
* Created and designed all pre-production animatics and dialogue camera systems
* Directed all motion capture shoots

**Lucas Arts** 2007-2008

San Francisco, CA

**Cinematic Director**

* Supervised, Directed, and Art-Directed all run-time and pre-rendered cinematics
* Created animatics for cinematic sequences and game-play vignettes
* Directed all key-frame animation with a team of ILM animators
* Directed all facial animation using both key-frame and facial motion-capture
* Created all cameras and editing for the cinematics

**Midway Games** 2002-2007

Chicago, IL

**Studio Cinematic Director**

* Studio Director for all game teams creating hundreds of cut-scenes
* Designed and created all animatics for the Chicago studio
* Directed over 200 motion capture shoots
* Supervised all areas of creative production and pre-rendered for all cinematics

**DreamForge Intertainment** 1995-2001

Greensburg, PA

**Cinematic Director/Post-Production Supervisor**

* Directed and edited all pre-rendered and in-game cinematics
* Created post-production effects and compositing

##  **Game Credits**

**Injustice 2,** Warner Brothers Games/Netherrealm Studios 2017 (Director of Cinematics/Cinematic Director)

**Mortal Kombat X,** Warner Brothers Games/Netherrealm Studios 2015 (Director of Cinematics)

**FARCRY: Blood Dragon,** Ubisoft 2013 (Cinematic Director)

**Kingdoms of Amalur Reckoning,** 38 Studios 2012 (Cinematic Director)

**Star Wars: The Force Unleashed,** Lucas Arts 2008 (Cinematic Director) *Writers Guild Best Video Game Story and Interactive Achievement Awards Outstanding Achievement in Adapted Story for 2009*

**Stranglehold**, Midway Games 2007 (Cinematic Director)

**Mortal Kombat Armageddon**, Midway Games 2006 (Cinematic Director

**NBA Ballers Phenom**, Midway Games 2006 (Cinematic Director)

**Mortal Kombat Shaolin Monks**, Midway Games 2005 (Cinematic Director)

**Unreal Championship 2**: **The Liandri Conflict, Epic Games/Midway Games 2005 (Cinematographer)**

**Area 51**, Inevitable Software/Midway Games 2005 (Animatic Designer)

**The Suffering: Ties that Bind**, Surreal Software/Midway Games 2005 (Animatic Designer)

**Mortal Kombat Deception**, Midway Games 2004 (Cinematic Director)

**Psi-Ops: the Mindgate Conspiracy**, Midway Games 2003 (Cinematic Director

**Werewolf the Apocalypse**, ASC Games/White Wolf Studios 2000 (Cinematic Director)

**Warhammer 40,000 Rites of War**, SSI, 1999 (Cinematic Director)

**TNN Outdoors Pro Hunter**, ASC Games, 1998 (Texture Artist)

**Sanitarium**, ASC Games, 1997 (Cinematic Director) –1997 Adventure Game of the Year

**War Wind 2 Human Onslaught**, SSI, 1996 (Cinematic Director)

**War Wind,** 1996 (Texture Artist)

# Invited Talks and Presentations

**GCD China 2009,** Shanghai, China **-** Invited Speaker

**GDC 2009,** San Francisco, CA - Speaker (Cinematic Game Design 3)

**FMX 2007,** Stuttgart, Germany - Invited Speaker

**GDC 2007,** San Francisco, CA - Speaker (Cinematic Game Design 2)

**Montreal Game Summit 2006,** Montreal Quebec **-** Invited Speaker

**GDC 2006,** San Jose, CA - Speaker (Cinematic Game Design)

# Education

**Pittsburgh Technical Institute** - Associate Degree in Graphic Design, July 1995

**Pittsburgh Filmmakers** - Degree in Film Production, August 1991

**Art Institute of Pittsburgh -** Associate Degree in Photography/Multi-media, March 1984

###### **Contact Information Website**

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