

Curriculum Vitae

Chris Martin

I can supply my address on request (web version).

0421 288 829 – m
07 3209 8778 – h

chrismartin.work@gmail.com

May 3rd 11

Profile:

I am an experienced film and TV special effects account and project manager with extensive supervisory experience. I have worked at all levels to and including senior management, primarily in the special effects field, but latterly as a project manager for a digital virtual reality company in Brisbane.

Key skills:

- Team builder, calm and mature, a safe and responsible pair of hands.
- Relationship management
- Planning and executing the management of complex projects typical in the special effects industry.
- Ideation and facilitation of creative thinking and solutions.
- Design development in broad range of aesthetically critical design problems.
- Operations management at various levels.
- Keen appreciation of production agendas from own experience.
- Strategic budget management.

Recent experience:

Project Manager – Roam Interactive **Brisbane Jan 10 – May 11**

Management of the day to day stream of tasks for a fluctuating team size, and ameliorating the connection between sales and production.

Senior Props Builder – *The Dawn Treader* (Narnia film) **Gold Coast April – Nov 09**

Responsible for design resolution and building of a broad spectrum of props, as well as significant artistic input (such as the sketches depicting the lost Lords).

Various freelance prop and set contracts **Brisbane Jan 09 – April 09**

Some large scale and small scale work, as well as some design.

Field Operations Manager – Moreton Hire **Brisbane Jan 08 – Dec 08**

This was a busy and demanding role that involved scheduling and overseeing a team of 10 project managers and a large team that service them.

Director - Complete Fabrication Ltd **London April 05 - August 07**

The company is a niche player in the market for high speed filming of liquids and food effects, as well a maker of world-class models of all types.

Mine was a strategic role with primary responsibility for running of the main revenue stream work, whilst undertaking a systematic evaluation of the company's strategic options from an in depth analysis of the industry key success factors and the fit with current and potential resources and capabilities. During my short tenure, the company moved from a near terminal

cash flow crisis, to a healthy bank balance. As a result of the analysis, we developed cutting edge, modular, high-speed motion control equipment, that is playing a key role in shaping the future security of the company for all stakeholders.

Senior Designer/Manager – Artem Ltd

London October 04 - March 05

I was asked back to Artem to project manage a difficult contract for the Athens Olympics that was beginning to fail. The client was reassured, the project was recovered and it was delivered on time. During this tenure, I was part of a team that carried out analysis of the company's strategic intent, operational systems and checks, marketing approach and core competencies.

Additionally, I undertook a plethora of commercials utilising fire effects, pyrotechnics, fine models and finishes, stunts, and various other 'bread and butter' short order projects.

Special Effects Models and Props Supervisor at Asylum Ltd (Hitchhikers Guide to the Galaxy)

Sept 03 - Sept 04

Responsible for the design and production of many of the films major models and props including head boring machine, juicer helmet, guns, control panels, space ship models, etc.

Senior Manager – Machine Shop Ltd

March 02 – Aug 03

Pretty much the same role as at Artem below, but with a smaller and slightly less diverse team.

Senior Designer/Manager – Artem Ltd

April 95 – Feb 02

Responsible for a disproportionate percentage of the most profitable and high profile work that we did at that time, including mechanical effects, prosthetics and sculpture, award winning Modelmaking for high profile commercials and some film work such as a 120 ft long lifelike dragon for 'Reign of fire', for which we significantly undercut all the other shops on price, yet still turned in a 38% profit and delighted clients. Under my direction, we undertook a major prosthetic contract for a French film called Just Visiting, shot in London and Chicago. During this period at Artem, I took a year or so out, to work at Hensons creature shop, and Magic models, where I headed up two thirds of the largest model unit in British film industry history for 'Lost in Space' and 'The Avengers'.

Prior to this, I held a variety of roles within the SFX industry over an 8 year time span.

Other skills:

I'm computer savvy and competent in Excel, Word and Power-point. I use Mind-manager for notes and planning. I use AutoCAD to communicate precise design briefs and many freehand drawing packages for conceptual work. I use MS project to manage projects of all sizes and ensure that diverse crews are all coordinated in their work – typically providing job sheets with gantt charts to enable everyone in a team to understand how their role fits into the overall schedule and the implications for everyone if they fall behind. I find the computer an indispensable tool to facilitate my job and I touch type at about 45 wpm.

In the course of my career, I have acquired considerable skills in the following:

Milling, turning, routing, welding, pneumatics, hydraulics, animatronics, electrical work, sculpting and drawing, moulding and casting, painting on most substrates whether spray or brush, sign-writing, prosthetic make up, sewing and over-locking, joinery, frame building, pyrotechnics, general floor effects, and fabrication of most kinds. I am a competent vehicle mechanic.

Creativity:

Currently I am an instrumental part of a small group of senior business / academic / government people whose aim is to actively promote and support creative industries, and propagate creativity in general in South East Queensland. This is a huge but very interesting remit, and we are building a large network of academics and business leaders, whose expertise and energy is beginning to make some differences.

I am in discussion with Professor Phil Graham at QUT regarding undertaking a PhD in the subject.

Academic record:

Masters of Business Administration – Open University – (2006)

Bachelor of Arts (Hons) 3D design – (1982)
Contributing writer to Open University course on *Creativity and Innovation*.
Teaching first year MBA students (Thinking skills and Marketing)

Family:

Wife and 4 kids. (22, 19, 10, 7) (Not allowed to put the wife's age!)

Interests:

Business, Social Psychology, Philosophy, Photography, Scuba, Writing.

Licences:

British and Australian car and bike driving licences. (British one includes trucks up to 7 tons)

Referees:

Supplied on request.