

ALBA OLIVE MARTI

CREATIVE TECHNOLOGIST AND 3D ARTIST

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CAREER SUMMARY

Creative and detail-oriented immersive experience designer with expertise in 3D animation, 3D modeling, interactive storytelling, and extended realities. Adept in human-centered design, project management, and interdisciplinary collaboration. Recognized for leading innovative projects, teaching cutting-edge courses, and creating compelling visual narratives.

EDUCATION AND CERTIFICATION

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| MS Media Arts and Sciences (Extended Reality Technologies) Arizona State University | 2026 |
| BFA Animation Arizona State University | 2024 |
| Certification Film and Media Production Arizona State University | 2024 |

WORK EXPERIENCE

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| Research Assistant Mediated X Lab, ASU Mesa, AZ | 2024- Present |
| <ul style="list-style-type: none">Collaborated on interdisciplinary projects at the MEDIAted Experience lab under Professor Ana Herruzo at the Media and Immersive eXperience (MIX) Center.Developed immersive and interactive virtual productions, integrating cutting-edge software like Unreal Engine and Touch Designer. Include key words from the job description in your resume.Created dynamic art installations and immersive designs showcased in various high-profile settings and projects. | |
| Teaching Assistant Arizona State University | 2024- Present |
| <ul style="list-style-type: none">Assisted in developing and teaching the first university-level course on drone show design in the U.S.Created original courses to teach foundational concepts of 3D modeling and 3D animation, tailored to first-time learners.Guided students in crafting innovative drone performances, emphasizing storytelling, visual design principles, and technical execution | |
| Creative Director - Illumina VR Mesa Contemporary Arts Museum | 2025 |
| <ul style="list-style-type: none">Directed and designed <i>Illumina VR</i>, the museum’s first-ever virtual reality event, built in Unreal Engine 5Developed an immersive interactive experience exploring the art of light, bridging technology, storytelling, and visual design.Delivered a successful public exhibition experienced by audiences of all ages, receiving strong engagement and positive feedback. | |
| Drone Show 3D Artist Arizona State University | 2023 |
| <ul style="list-style-type: none">Designed 3D creative assets and animations for a 600-drone performance showcased to an audience of 50,000+.Worked with technical teams to ensure synchronization of drones and media elements for a large scale immersive experience. | |