



PHILIPPE KLING DAVID
ARTIST

Creative Director • Visual Artist • Sculptor • Illustrator • 3D Specialist

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Cover Letter

Dear Hiring Manager,

Philippe Kling David is a multidisciplinary creative professional with over two decades of experience spanning design, illustration, sculpture, audiovisual production, game development, publishing, and digital storytelling.

Founder of Portifolium Sistemas Design e Produções Audiovisuais Ltda., he has led projects in branding, special effects, film, television, and interactive media. His background includes work as Lead Artist in game development, educator in advanced 3D and visual design, editorial illustrator, and contributor to research projects involving design and technology.

His academic background in Psychology enriches his understanding of communication, perception, and storytelling, supporting a creative approach that merges technical execution with artistic vision.

Philippe brings a rare combination of artistic versatility, entrepreneurial leadership, and cross-disciplinary thinking, making him especially valuable for organizations seeking strong visual identity, narrative depth, and innovation.

Sincerely,

Philippe Kling David

Professional Profile

Multidisciplinary artist and creative professional with a career spanning design, illustration, sculpture, audiovisual production, game development, education, editorial work, and applied design research. Founder of Portifolium Sistemas Design e Produções Audiovisuais Ltda., former Lead Artist at Ignis Games, columnist for Digital Designer, educator in advanced 3D and game design subjects, and creator/editor of Mundo Gump, a long-running Brazilian website dedicated to unusual culture, art, curiosity, and extraordinary stories.

His portfolio reflects a strong visual affinity for fantasy, science fiction, creatures, miniatures, and stylized character work, including pieces such as Predator Skull Seeker, Xenomorph painting, Xenomorph statue, The Viking Warrior, Old Goblin, Jade character, The King miniature, and Dragon miniature.

Core Strengths

Creative direction in design, branding, and audiovisual projects.

Illustration, concept art, character creation, and visual storytelling.

Sculpture, miniature modeling, and character development.

3D modeling, special effects, and interactive media instruction.

Game art production across concept, interface, character, and level design.

Cross-disciplinary communication through teaching, speaking, editorial writing, and digital publishing.

Ongoing experimentation with generative AI visuals, music, literature, and 3D printing.

Professional Experience

Founder and Creative Director

Portifolium Sistemas Design e Produções Audiovisuais Ltda. | 2003–Present

Founded and led an independent creative company focused on design, branding, special effects, and audiovisual productions for film and television.

Lead Artist

Ignis Games | 2005

Worked as Lead Artist, performing roles in concept design, interface design, character design, and level design for the first Brazilian massively multiplayer game, with experience related to Xbox and PlayStation 2 projects.

Editorial Illustrator and Cover Artist

Freelance / Commissioned Work

Produced commissioned illustrations for publications and agencies, including book covers and magazine covers. This included longstanding cover work for Revista UFO and later Ovní Pesquisa, as well as several books in the ufology field.

Sculptor and Miniature Model Creator

IDD Miniaturas

Joined the first Brazilian team creating master sculpts for approximately 25 mm lead miniatures, developing numerous original fantasy-oriented character models and expanding a career-long dedication to character creation.

Teacher and Lecturer

AZMT, T&T;, Groia Filmes, LaSalle, and independent courses

Taught advanced 3D modeling, game design, character design, and special effects for film and television. Also lectured at events covering games, animation, interactive projects, visual effects, screenwriting, storytelling, puppet creation, and stop motion.

Research and Development Contributor

National Institute of Technology (INT) / National Museum partnership

Participated in the development team for The Beautiful Woman of Thebes project. At INT's Industrial Design Division and Ergonomics Laboratory, contributed to projects including a 3D biomechanical and anthropometric analysis system and the conception, design, and construction processes of Maglev Cobra.

Founder

Obscura Studio

Created Obscura, a studio dedicated to products connected to the fantastic and imaginative universe.

Creator and Editor

Mundo Gump | 2006–Present

Created and edits Mundo Gump, a website devoted to bizarre facts of life, art, curiosities, strange cases, and extraordinary stories. The site reached twenty years online in 2026.

Education

Degree in Psychology Formal academic background in Psychology, complementing a professional career built in design, illustration, and visual communication.

Selected Differentiators

More than two decades of multidisciplinary creative experience across art, media, technology, and education.

Rare combination of fine art sensibility, commercial design practice, technical production, and research participation.

Demonstrated ability to operate in entrepreneurial, editorial, academic, entertainment, and innovation-driven environments.

Strong alignment with visually distinctive projects involving fantasy, science fiction, creatures, storytelling, and immersive aesthetics.