



I studied Graphic/Product design at the Federal University of Maranhão, with 11 years of experience in this field, including works done for Advertising agencies such as Art Director, 2D and 3D Generalist and now the game industry. I've built a solid mix of soft and hard skills during my career I have had the opportunity to work with different types of projects and teams, learning and sharing knowledge.

Since transitioning into the game industry, I've dedicated myself to creating better game experiences at a game company such as 3D Environment/Prop artist freelance.

Highlights of Qualifications

- Hard surface and organic modeling
- Good practices with PBR textures and hand painting
- The creation of high-poly and low-poly models.
- Correct interpretation of concepts and styles.
- Ability to receive feedback and work from it.
- Optimized creation of textures and texture baking.
- Ability to work with realistic and stylized models
- Good understanding of modular systems, trim sheets and tileable textures with multiple UV channels.

Professional Experience

3D Environment/Prop Artist

Famous for Nothing Studio - Freelance

Jun. 2022 - ongoing

I'm responsible for modeling, sculpt, texture and optimize 3D models for games.

3D Artist

Sp4ce Games

Apr. 2022 - May 2022 (Contract)

I was responsible for optimize 3D characters for animation in the Boom Booger's Game.

Art director

TKS Group

Jul. 2021 - Feb 2022

Art direction and 3D artist, for off and digital media campaigns, for Grupo Mateus, the third largest retailer in Brazil.

Art director

CLARA Comunicação

Feb. 2021 - Jul. 2021

Art direction and 3D artist, for off and digital media campaigns, for the Government of Maranhão.



Graphic Designer

Estúdio CUCO

Jul. 2012 - Dez. 2016

Co-created a small Design studio, working with clients like SESC, CASACOR, WIZARD among others.

Graphic Designer

ICEMA

Sep. 2015 - Nov. 2015 (Contract)

I worked producing graphic material for various purposes, in addition to the visual identity of events promoted by the Institute.

Art director

SNIPER Propaganda

Oct. 2014 - Jan. 2015

Responsible for the art direction and production of 2D/3D illustrations for the advertising market, participating in the entire process: concept, 3D modeling, lighting, texture, rendering and post-production.

Junior 3D artist

Applied Science Nucleo (NCL) - Federal University of Maranhão

May. 2013 - Jul. 2013

I was responsible for producing 3D assets for simulation projects using Blender and Unity Engine.

Art Assistant

PHOCUS Propaganda

May. 2012 - Feb. 2013

Intern in the production of art pieces for the advertising.

Education

Graphic/Product Design at Universidade Federal do Maranhão.

2011 - 2016

My standart workflow

Blender

Zbrush

Substance Painter

Unreal Engine

Photshop

Languages

Portuguese - native

English - conversation (B1)

Spanish - intermediate

Familiar with:

After Effects

Marmoset Toolbag

Substance Designer

Contact

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