



3D Hard Surface Artist

Brazil

I studied Graphic/Product Design at the Federal University of Maranhão and started my professional career in 2013, working in advertising agencies, as an Illustrator, Art Director and 3D Artist for digital and print campaigns, as well as animations and TV commercials. After a few years of experience in different types of projects, I decided to move forward with my passion for games and migrated to the Game industry as a 3D Artist.

I'm currently building my portfolio focusing on creating Hard Surface/Props modeling and texturing for games, in parallel I'm working on small projects as a freelance artist and studying Game Design and Unreal Development at the British School of Creative Arts - EBAC.

Highlights of Qualifications

- * Hi-res and lo-res optimized Assets
- * Hard surface and organic modeling
- * Good practices with PBR textures and hand painting
- * Strong in UV unwrapping and the creation next gen Texture Maps
- * Understanding volume, form, lighting and colour while being proficient in 2D Illustration.

Professional Experience

3D Hard Surface Artist

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

Game Design and Unreal Development at EBAC (British School of Creative Arts) in Brazil.

Bachelor's degree in Graphic/Product Design at Universidade Federal do Maranhão.

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

Contacts

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