



Contact

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Education

The Art Institute of Dallas, Dallas, Texas

*Bachelor of Fine Arts in Game Art & Design

June 2019

Technical Abilities

Skills Set

*Proficient in 3Ds Max and Maya
*Proficient in Unreal Engine 4 and Unity3D
*3D Modeling
*Texturing
*Low Poly Modeling
*High Poly Modeling

*Proficient in Photoshop and Illustrator
*Microsoft Office
*World Builder
*UV Mapping
*Animation
*Scripting (C#)

*Hardware Platforms for PC and MAC
*Strong Communication Skills in speaking and writing (bilingual English/Portuguese)
*Able to meet deadlines and budgets
*Comfortable working in a fast-paced environment
*Creative both individually and in group

Game Experience

Make Your Friends Hate You - Global Game Jam, Dallas 2018
*Lead UI developer (Unity/Photoshop)

Home Is Where You Plant It - Global Game Jam, Dallas 2019
*Lead 3D Artist, Rigger and Animator

Experience

Freelance Artist - Dallas TX 2015 to present

As a Freelance Artist, I'm responsible to bring my customers visions to life, creating astonishing art in the way. Some of my key skills and responsibilities includes:

- Create Concept Art when needed.
- Create and Manage digital assets.
- Interpret existent Concepts and Sketch.
- Follow guidelines to achieve the final project.