

Raul Barbosa Almeida

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Work Experience

Freelance - Character Artist
May 2017 - Until now

Insane Games - 3D Character Artist and Generalist
November 2013 - May 2017

In a small team environment, I created 3D high poly character models, the low poly version, and then the textures and shading. I also help to keep the art direction consistent. Sometimes I did concept art and helped with technical art issues.

Elemental Studio - 3D Generalist
November 2011 - October 2013

I helped the art direction, I did 3D models, textures and concept art.

Retoque Comunicação - Illustrator and 3D modeler
June 2010 - October 2011

I've worked as Game Designer for little educational games and animations.

Pingado Soc. Ilustrativa - Illustrator
May 2010 - June 2010

Education

Universidade Anhembi Morumbi
Bacharel Degree in Game Design, incomplete

ETEC Carlos de Campos
Technical in Graphic Design

Software and Skills

3D: Zbrush - Blender - Topogun - Marvelous Designer

Texturing: Substance Painter - Photoshop - 3D Coat

Shading and Rendering: Marmoset Toolbag - Unity 3D + Shader Forge - Blender Cycles

Concept - Illustration - Traditional Sculpture
Languages: Portuguese - English