Filipe Magalhães

3D Character Artist

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filipestrazzeri

Character artist with several years experience in games, VR, AR and 3D printing projects, looking to develop video games and be part of a passionate and driven team.
Italian Citizen and native English speaker.
Willing to relocate.

💼 Experience

2017-10 - present

Previs Artist / Asset Builder

The Third Floor

- Responsible for building characters, props and environments for Previs shots.
- Industry standard asset creation and UE4 integration for the VR team.
- Basic Rigging and object setup.

2016-10 - 2017-10

3D Artist

Freelancing

- Working for various different clients in order to provide fast turnaround and high quality 3D models.
- Character work for 3D printed and maquete projects.
- General 3D modeling for VR applications, both environment and characters.
- Working with and cleaning scan data.
- Teaching online courses on mobile game asset creation.

2015-06 - 2016-08

Principal 3D Artist

Grafite Comunicações

- Prototyped and implemented a new material pipeline to utilize modern PBR standards for the in-house Mobile Augmented Reality solution, this allowed us to optimize polygon counts and texture map sizes to adjust the final look of all models inside of Unity.
- Managed a team of 6 artists on a day to day basis and was in constant contact with our licence holders in order to maintain quality control for the duration of our projects.
- Industry standard character modeling and texturing duties

2012-08 - 2015-03

Instructor

Digital Tutors / PluralSight

- One of the only contract instructors to produce consistent monthly content for almost 3 years.
- Over 35 tutorials created in order to help other artists and students improve and refine their craft.
- Covered topics such as anatomy, 3D printing workflows, retopology, stylized sculpting and more.

2010-10 - 2012-07

3D Artist / Associate Producer

TurboSquid

- Interfaced directly with clients in order to determine the best course of action to deliver the requested models.
- Managed an international talent pool of over 15 artists on a daily basis.

- Produced art for clients and maintained quality control for all deliverable assets.

Education

2006-03 - 2009-12 **Istituto Europeu di Design (IED São Paulo)**
- BA in Multimedia Design

Software

3D Modeling Software Maya, Zbrush, Topogun, Knald, Quixel, Substance Painter, 3D Coat, Marvelous Designer and Photoshop