

Nuno Santos

3D Artist

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WORK EXPERIENCE

3D Artist

Bigmoon Entertainment

2015- Present

Character Art

Vehicle Art

Tech Artist (In-Engine asset assembly and supervision)

Shipped games: Dakar 2018, Demons Age.

3D Artist (generalist)

Freelancer

2013 - 2016

Character and props design

Digital Sculpting / High Polygon Modelling

"Low Poly" Production and Optimization

Detail and Overall Texture Mapping

Co-Founder / 3D Artist

Nodough Studios

2011 - 2013

Project Coordinator

TECHNICAL SKILLS

Character Concept & Design

Hard Surface

High Polygon modeling

Low Polygon modeling

PBR Texturing

3D Scan data clean-up

SOFT SKILLS

Creative

Keen eye for details

Problem solver

Good communicator

Team player

Reliable

Education

Character Concept Design

@ Robot Pencil

2018

Self Taught / Online courses

2011 - Present

Anatomy

Digital sculpting

Low polygon modeling

UV layout

Texture mapping

PBR

Communication and Multimedia Design

2006 - 2008

@etic_ - Escola Técnica de Imagem e Comunicação

Corporate Design

Interface Design

Digital Painting

Packaging

3D Modeling and Animation

Illustration

Software

ZBrush, Blender, MODO, Maya, Substance Painter,

Unity, Unreal Engine 4, Marmoset Toolbag, Photoshop,

Illustrator, XNormal, Quixel Suite,

Marvelous Designer

Language

Portuguese - Native

English - Full professional proficiency