




# MARCEL GORRI


3D MODELER | TEXTURER | TECHNICAL ARTIST


## CONTACT


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## AWARDS

**The Rookies Excellence Award**

<https://goo.gl/xVqrkX>

2018

**Featured Article at 80.lv**

<https://goo.gl/KTwgZX>

2018

## EDUCATION

### FULL TIME DIPLOMA

Visual Effects, Animation and  
Game Design

Think Tank Training Centre

2016–2017

### SPECIALIZATION

3D Game and Development

SAGA

2011–2012

### POST GRADUATION

Project Management

Getulio Vargas Foundation

2005–2006

### BACHELOR

Computer Engineering

Pontifical Catholic University of

Campinas

1996–2000

## OBJECTIVE

To work full time as an Environment Artist, Texturer, or 3D Generalist.

## SKILLS

- Ability to execute a broad range of VFX tasks including **modeling**, **texturing**, **shading**, **lighting**, **look development**, **rendering** and **compositing**
- **Poly modeling** skills for everything from creating **environments** and **assets** to be used in production with an emphasis on photorealism, accuracy, detail, and function
- Efficient with **layout of UVs** and awareness of texture requirements
- Create **photo realistic textures** and other related maps or images for mapping on to 3D objects, based on references (photography, images, paintings, books, real objects)
- **Meticulous** with high attention to **details**
- **Team oriented** (committed, clear communicator, able to take directions positively, report technical problems in a timely fashion, keenness for collaboration)
- **Adaptable** and with a **willingness to learn** new skills and techniques – including proprietary software.
- **Organized** (file management, naming conventions)
- Knowledge of **Python/MEL scripting**
- **Windows / Linux** experience (user/admin)

## SOFTWARE

### ADVANCED KNOWLEDGE

- **Maya**: modeling, UVing, rendering, lighting, particles and fluids, animation
- **ZBrush** and **Mudbox**: sculpting, maps generation (displacement, AO, curvature), tileable sculpting
- **UV Layout**: UVing, texture density
- **V-Ray**: shading, lighting, rendering (optimization)
- **Substance Painter / Mari / Photoshop**: texturing, masks generation, image adjustments, tileables
- **Nuke**: image adjustments and compositing
- **xNormal**: baking maps (AO, curvature, cavity, normal)
- **Adobe After Effects**: motion graphics and compositing

### WORKING KNOWLEDGE

- **Python Scripting in Maya**: automate repetitive tasks, perform custom actions
- **TopoGun**: retopology
- **Marvelous Designer**: clothes and fabrics
- **Substance Designer**: tileable textures, custom materials
- **Adobe Premiere**: video editing
- **Unreal Engine**: scene creation, import objects, material creation, lighting

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## VOLUNTEER

### THINK TANK TRAINING CENTRE

Representing the school at  
Digital Media Youth Expo  
Career Fair  
2018

## INTERESTS

Movies  
Comic Books  
Action Figures  
Video Games  
Teaching  
Biking  
Meditating

## LANGUAGES

Portuguese (Native)  
English (Fluent)

## EXPERIENCE

### SOFTWARE ENGINEER / PROJECT LEADER / BUSINESS ANALYST

ELDORADO RESEARCH INSTITUTE  
Campinas  
2002 – 2016

### ANDROID DEVELOPMENT / SOFTWARE ENGINEERING / 3D FUNDAMENTALS TEACHER

METROCAMP UNIVERSITY  
Campinas  
2012 - 2013

### SOFTWARE ENGINEER

TELEBRAS RESEARCH AND DEVELOPMENT CENTER - CPqD  
Campinas  
2001 - 2002

## REFERENCES

### SCOTT THOMPSON

CO-FOUNDER CEO, THINK TANK TRAINING CENTRE  
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### JOE CRAWFORD

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