

RENATO EIRAS
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OBJECTIVE Senior Asset Artist

PROFILE 10 years of professional experience with 3D and visual effects.

EXPERIENCE **Think Tank Training Centre Texture Instructor / Mentor (Oct 2018 - Present)**

- As a Texture Instructor of the Advanced Texture Class, I'm teaching the students how to texture organic and hard surface hero assets for production using Mari and having other software to speed up baking process, for example, substance painter. I'm also mentoring some students in their final project.

Zoic Studios (March 2018 - Present)

- As a Senior 3D Generalist (Assets - Character Department), I'm working on multiples shows. I'm responsible for modeling, texturing, look development and grooming characters, animals and digital doubles.

Method Studios (Oct 2017 - March 2018)

- As a 3D Modeler / Texture Artist, I worked on Avengers: Infinity War part 1. During the show I was responsible for modeling, uvwing and texture a lot of assets and I also had the opportunity to work on a few hero assets.

The Embassy (May 2017 - Sept 2017)

- As a Modeler/ Asset Generalist, I worked on a Netflix live action production, Lost in Space. I was responsible for modeling a giant spaceship for the show.

Zoic Studios (July 2016 - May 2017)

- As a 3D Generalist, I worked on the production of a live action TV series such as Once Upon a Time. I was responsible for modeling, texturing and look development of characters, environments and props for the show.

Icon Creative Studio (Jan 2016 - July 2016)

- As a 3D Artist, I worked on the production of Riders of The Icarus game trailer. I was responsible for modeling and look dev characters and props for the game trailer.

Electronic Arts (Canada) (Apr 2015 - Dec 2015)

- As a Character Artist, I was responsible for modeling, sculpting and texturing likeness of the fighters on the video game UFC 2. I also was responsible to create fighters hairstyles and body maps.

Icon Creative Studio (Oct 2014 - Apr 2015)

- As a Modeler / Surface Artist, I worked in the production of the Disney TV Show, Goldie and the Bear and Elena of Avalor. I was responsible for modeling and surfacing characters, environment and props for the show.

Casablanca Studios (Jun 2011 - Aug 2013)

- As a 3D Generalist, I worked in a production of TV commercials. Most of the time I was responsible for modeling, texturing, look dev and rigging. When we had short deadlines, it was common to work in different positions, such as animator, compositor, to help the team.

EDUCATION

Vancouver Institute of Media Arts (Sept 2013 - Sept 2014)

- Vanarts diploma in Game Art & Design
- Focused on 3D Character Modeling for game and film production.

Melies - School of cinema, 3D and Animation (Feb 2009 - Feb 2010)

- Melies diploma in Voyage do Zero ao Curta em 1 ano
- Focused on 3D general skills.

Methodist University, Sao Paulo, Brazil (Feb 2006 - Dec 20)

- Bachelor Degree – Social Communication
- Bachelor's degree of Communications - Digital Media

SPECIAL SKILLS

- Experience with pipelines and Linux , high organization, good art foundation and ability to work under pressure.
- Maya - Zbrush - Photoshop - Substance Painter / Designer - Mari - Nuke - V-Ray - Arnold - Yeti - SoftimageXSI - Wrap 3D - Agisoft Photoscan

LANGUAGES

- English: Fluent - Portuguese: Native - Spanish: Advanced