

# Nuno Santos

3D Artist

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## EXPERIENCE

### Freelance — 3D Artist

Jan 2019 - PRESENT

[Frankenstealth](#) - Character re- topology and UV's for animation.

### Bigmoon Entertainment — 3D Artist

Dex 2015 - Jan 2019

- Worked mainly as a vehicle and character artist;
- Assisted and collaborated with rigging, animation, programming and tech art departments to plan for solutions and solve technical and conceptual problems;
- Main tasks: modelling, digital sculpting, texturing, in engine asset supervision.
- Released games: [Dakar2018](#), [PoliceSimulator: Patrol Duty](#), [DemonsAge](#).

### Freelance — 3D Artist

Jan 2012 - Dez 2015

- 3D scan raw data clean-up.
- Digital sculpting and designing for 3D printing.
- Large format 3D printing.

## EDUCATION

### Self taught — 3D Artist

Game ready low poly modelling, digital sculpting, PBR Texturing, Character Concept Design, Unity and Unreal Engine proficiency.

2008 - PRESENT

### [RobotPencil](#) — Character Concept Design Mentorship

Aug 2018 - Sep 2018

### [etic](#) — Multimedia & Communication Design

Sep 2006 - Jun 2008

## SKILLS

Problem Solver  
Team worker  
Keen eye for detail

## SOFTWARE

Zbrush, Blender, Maya, Modo, Photoshop, Substance Painter, Marvellous Designer, Unity, Unreal Engine,

## LANGUAGES

Portuguese and English at a professional level.