



DANILO PAULO

3D Environment Artist | 📍 SÃO PAULO, 01408-001, BRAZIL | +5511975727672

◦ DETAILS ◦

Alameda Casa Branca 343 apt 907,
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PLACE OF BIRTH
Brazil

NATIONALITY
Brazilian / Italian

◦ LINKS ◦

[Portfolio](#)

[Artstation](#)

[LinkedIn](#)

◦ SKILLS ◦

Hard Surface Modelling

Organic Modelling

Texturing

Game Optimization

Lighting

Shaders

Level Design

Programming Logic

VFX

Game Design

Initiative and Problem-solving
Abilities

👤 PROFILE

Versatile 3D Environment Artist for games with 5 years of professional experience, worked from Indie titles to AAA games. Passionate about games and art, determined to make my best for the company. I'm a engaged, hard working, team player, who can be relied upon to help build games.

📁 EMPLOYMENT HISTORY

Technical Artist / Level Designer at cView Studios Ltd, Malta
September 2018 – Present

- Technical Artist / Level Designer for a unannounced game project;
 - Environment and Asset creation;
 - Helped with project planning and team management;
 - Learned and documented proprietary engine;
 - Gameplay programming and tool creation;
- 3D Artist for an undisclosed game project;
 - Creating and defining 3D renders, later to be overpainted;
 - Modelling and Texturing;

Contract - Unreal 4 Generalist / Environment Artist at Adventure Works
May 2017 – June 2018

Contract/Remote Job

Unreal 4 Generalist for a undisclosed VR project.

- Modeling, Texturing and Level Design;
- Composition and lighting;
- Tools/Blueprints creation;
- Optimization for VR;

Environment Artist for an unannounced game project.

- Modeling, texturing;
- Composition and lighting;
- Game optimization;

Teacher at AXIS - School of Visual Effects, São Paulo
May 2017 – June 2018

Taught classes for

- Intro to Maya Modeling;
- Environment for Games;
- Texture and Shading for Games;

Also conducted workshops of Substance Painter.

◦ LANGUAGES ◦

English

Brazil-Portuguese

Spanish

Italian

Freelancer Environment Artist at Blackrose Arts

March 2017 – June 2017

Worked on 4 environments for the game Valhall

Owner at Machine Bear Software and Games LTDA, São Paulo

August 2013 – February 2017

Co-Founder, responsible for project and team management, as well as 3D modeling, texturing, and coding.

Projects developed:

- Urban Legends (PC/Steam);
- Room 404 (PC/Steam);
- Chameleon Runner (iOS/Android);
- Ball_Runner(iOS/Android);

🏆 ACHIEVEMENTS

Gnomon Best of Term, Los Angeles

2016

Won Best of Term for "Environment - Games", with the piece "Steampunk Dragon Door"

🎓 EDUCATION

Gnomon — School of Visual Effects, Games & Animation, Los Angeles

April 2016 – September 2016

Individual Courses

- Environment for Games;
- Texture and Shading for Games;
- Visual Effects for Games 1;
- Game Design;
- Level Design;
- Game Creation 2;

AXIS - School of Visual Effects, São Paulo

February 2015 – June 2015

Course Environment Creation for Games

SAGA - Games, Digital Art, Design and Visual Effects, São Paulo

January 2011 – January 2013

Course Play-Game.

Ponthifical Catholic University of São Paulo, São Paulo

January 2011 – December 2014

Degree: Bachelor Degree in Computer Science