

Rafael Malavassi

Character Artist



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<http://rafaelmalavassi.com/>

About me:

I believe in Games as an art form. The stories, experiences and values they communicate help define the player's character. As a person defined by the games I've played, I humbly seek to contribute to great productions by creating epic characters of the best quality I can possibly achieve and helping the conception and development of projects with new ideas and solutions.

Artistic and Technical Skills:

- Poly-modeling and sculpting realistic and stylized visual appealing characters, creatures and props
- Hardsurface and organic modeling/sculpting
- Retopologizing sculpts into proper topology flow
- Topology optimization for high or low resolution workflows and animation
- Creating photo-real and stylized textures developed from procedural textures, image projections and hand painting
- Physically-Based Rendering lookdev
- Full knowledge of 3D print pipeline
- Basic knowledge of Rigging and weight painting
- Basic knowledge of animation workflow body mechanics and acting
- Basic knowledge of compositing and video editing

Experience:

Assistant Character Artist - Electronic Arts, Vancouver, BC

Apr 2019 - now

Freelance Character Artist - Campinas SP

Jan 2018 - Apr 2019

Junior Modeling/Surfacing Artist - ICON Creative Studio, Vancouver, BC

Jan 2017 - Jan 2018

Education:

Think Tank Training Centre, North Vancouver, BC

2015 - 2016

Diploma in 3D Modeling, Visual Effects and Game Desig

Universidade Estadual de Campinas - UNICAMP

2011 - 2015

Bachelor's degree, Visual and Performing Arts

Alpha Channel, São Paulo, Brazil

2010 - 2011

Diploma, Computer Graphics Generalist

Software Knowledge:



References:

References available upon request