

# Joao Baptista

Character Artist

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## Experience

### **Halon- December 2019 -**

Lead Character Artist - Responsible for quality control of outsourced assets, supervising in house character team, and for the creation of character assets for an Unreal Engine pipeline.

### **Encore - November 2018 - December 2019**

Responsible for the creation of digital doubles for TV series.

Tasks include scan cleanup, sculpting, modeling, texturing and look development.

### **The Third Floor - August 2018-October 2018**

Responsible for the modeling and texturing of real time assets like characters, environments and props for game engine and Maya viewport using a PBR workflow.

### **Hammer Creative - February 2018-May 2018**

Responsible for the development of 3D character models. Tasks include sculpting, retopologizing, uv mapping, texture painting and shader work for V-Ray pipeline.

### **Pixomondo - June 2017-October 2017**

Responsible for the development of 3D character models. Tasks include sculpting, retopologizing, uv mapping, texture painting and shader work for V-Ray pipeline.

### **Blur - January 2017-May 2017**

Intern in the modeling department. Responsible for modeling and texturing of props.

## Education

### **Anatomy Tools - Summer 2019**

**Level 2** - 5 day intensive human anatomy course taught by Andrew Cawrse and Mark Newman. Course is divided between anatomy theory and clay sculpture mode.

### **Anatomy Tools - Summer 2019**

**Core Fundamentals** - 40 hours week long course about anatomy core fundamentals taught by Andrew Cawrse

### **Gnomon School of Visual Effects - April 2015-March 2017**

2 year program that focuses on 3D modeling, Hard Surface and Organic Sculpting, Texturing, Lighting, Game Creation, Rigging, Scripting and more.

## **CGMA - 2014**

Taken various online classes, focusing on perspective, anatomy, color and light, character design, environment and architecture design.

## **Universidade Nova de Lisboa - FCT - graduated on 2007**

Equivalent to a masters degree in civil engineering

5 years degree focusing in the field of Structural engineering. Main classes include structural analysis, dynamic analysis, material resistance, algebra and calculus.

## **Awards and Publications**

Gnomon Best of Term Award - Character for Games, Summer 2016

Making Stylized and Realistic Characters - August 30, 80 Level article

## **Software Knowledge**

Maya, ZBrush, Substance Suite, Vray, Mental Ray, Marmoset Toolbag, Mari, Mudbox, Photoshop, Keyshot, After Effects, Unreal Engine, Nuke.