

Fabiana Figueiredo de Abreu (*Faby Inu*)

3D Artist

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Profile

Brazilian 3D artist living in Toronto/Canada. Has been working with 3D, Illustration and Motion Graphics for the Advertising field since 2008. Immediately available to join the Video Games industry as a 3D Modeler. Speaks Brazilian Portuguese and English.

Software

- 3DS Max
- ZBrush
- Cinema 4D
- Substance Painter
- Substance Designer
- Marvelous Designer
- Photoshop
- Illustrator
- After Effects
- Unreal
- Unity
- Office

Games

Rise and Fall

https://store.steampowered.com/app/1332840/Rise_and_Fall/

- 3D Game created by post-graduate students at George Brown College
- Responsible for creating all low and high poly models, unwrap and textures of all characters based on the concept made by the concept artists

Evolution

- 3D Game created by post-graduate students at George Brown College
- Responsible for creating the low and high poly model, unwrap and texture of the main character based on the concept made by the concept artist

Experience

2013 - 2016

Motion Designer & 2D Illustrator

Freelancer, São Paulo

- Managing an independent business and speaking directly with the clients
- Creating and edited videos, animations and illustrations for TV channels and schools
- Working both on site and remotely with audiovisual studios

2010 - 2013

3D & Motion Designer Jr.

Wunderman Brasil, São Paulo

- Producing and editing videos, creating concept arts, storyboards, animations and 3D models for advertising videos and video cases
- Working for major companies like Microsoft, Land Rover, Activia, Wella, MSN and others
- Giving direct support to the senior members of the team and to the Art Directors by creating mockups and props to be used in layouts or bigger animation/3D projects

2009 - 2010

Creative Assistant

iThink, São Paulo

- Creating web pages, newsletters and flash banners for major companies like VIVO and Discovery Kids
- Giving support to the senior members of the team by adjusting layouts based on clients' feedback and producing the remaining design elements based on the concept created by the senior members
- Learning how to work in a high paced environment and stressful situations

2008 - 2009

Web Designer

Inspirit, São Paulo

- Creating website and banner layouts, coding in HTML/CSS, animating Flash banners and updating the websites of the FAAP University and the Palmeiras Sport Club
- Answering phone calls and speaking directly with the clients

Education

Game Art, Specializing in Modeling - Ontario Advanced Diploma

George Brown College, Toronto

- GPA: 3.89 / 4 - Dean's List
- Learning to model, create textures, open UV maps, rigging, weighting, skinning and render props and characters in high and low poly formats ready to be used in digital games

Digital Design - Bachelor's Degree

Anhembi Morumbi University, São Paulo

- GPA: 7 / 10
- 4 years class representative. Responsible for speaking and gathering students' issues and taking them to the dean. Being a link between the students and the professors. Organizing and sending event's information to the class by email
- Experience with leadership by organizing groups of 3 to 5 people, time managing, and distributing work to the members of the group
- Learning design's principles and how to edit videos and create web pages

Computer Graphics - Technical

Alpha Channel, São Paulo

- Learning how to model, texture, rig and animate 3D characters and props for the film industry

References

Available upon request.

Interests

Character Design

Comic Books

Cosplay Prop Making

Embroidery

Interior Design

Sewing

TV Shows

Video Games