

## *Gabriel Amorim Belluco*

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Portfolio: gabrielbelluco.com

### *Introduction*

Creative and passionate about art, always studying new tools and techniques to improve my skills. I've worked as a 3D artist for the past 8 years and, during my career, I've had the opportunity to be part of a large variety of projects, from advertising to games and movies, from props and environments to characters.

### *Experience*

**Digital Domain** May 2021 - Present  
Modeler.

**Reel FX** March 2019 - May 2021  
Modeler.

**Mr. X** Feb 2018 - Jun 2018  
Asset Artist.

**Freelancer** Oct 2014 - Jan 2018  
Generalist.

**Techno Image** Jun 2013 - Oct 2014  
Generalist.

**Big Studios** Dec 2012 - Jun 2013  
Modeler.

**Glass House Graphics** 2010 - 2012  
Comics Colorist.

## ***Productions***

**She-Hulk - 2022**

Modeling.

**Back to the Outback - 2021**

Modeling.

**Scoob! - 2020**

Modeling.

**Love, Death and Robots - Blind Spot - 2019**

Character modeling.

**Shazam - 2019**

Character and assets modeling and lookdev.

**Hellboy - 2019**

Assets modeling.

**Vikings season 6 - 2019**

Assets and environment modeling and lookdev.

**American Gods season 2 - 2019**

Assets texturing.

**The Empty Man - 2018**

Character modeling and lookdev.

## ***Education***

Bachelor's degree in Design, graduated by Universidade Presbiteriana Mackenzie

Digital and traditional course with Alex Oliver.

## ***Softwares***

-Zbrush	-Mari	-Arnold	-Marvelous Designer
-Maya	-Substance Painter	-V-ray	
-3Ds Max	-Photoshop	-Renderman	

## ***Skills***

-Modeling	-Character Development
-Texturing	-Hard surface Modeling
-Look Development	-Environment