



MOISES GOMES

SENIOR 3D GENERALIST

Character Artist | Hard Surface| LookDev | CFX

With over 13 years of experience in Computer Graphics, I have worked with renowned brands such as Coca-Cola, Alpargatas, Nissan, Globo, Google, FOX Sports and others, developing characters, advertising materials, and promotional videos for advertising, films, and visual effects.

In addition to my technical skills, I emphasize my collaborative ability to find innovative solutions and work well in teams. I constantly strive for improvement through personal projects and studies in photography, entrepreneurship, time management, project management (having served as a production manager for 3 years in a game company), productivity, and personal marketing.

Currently, I am actively seeking new opportunities and partnerships as a freelancer and I am excited to expand my work, collaborate with talented teams, and establish meaningful connections with new companies and partners.

EXPERIENCE

2019-2023 SENIOR 3D ARTIST / CG SUPERVISOR

WILDLIFE STUDIOS

Hired as a Senior 3D Generalist, I had the opportunity to play a crucial role in creating and establishing the marketing video production and cinematography department at Wildlife. I made significant contributions to decision-making, ranging from organizing and streamlining production workflows to hiring and managing the team, as well as overseeing processes. Additionally, as part of my responsibilities, I also succeeded in producing videos that generated significant financial returns for the company. Here is a list of the key accomplishments I achieved:

- * Contributed to the production of marketing and cinematographic videos for over 12 games (games and hackathon projects).
- * Helped build and manage a team of up to 12 artists and TDs, with varying levels of seniority and expertise.
- * Collaborated with engineering and performance analysis teams to optimize resource utilization within our department.
- * Worked closely with producers to strike a perfect balance between productivity, deadlines, and the quality of our deliverables.
- * Collaborated with Engineering and IT teams to build our infrastructure, pipeline, render farm, and Shotgun.
- * Suggested and assisted in creating new departments to enhance operational efficiency.
- * Worked closely across all stages of the pipeline, aiding process improvement and short, medium, and long-term planning.

2014-2017 SENIOR 3D ARTIST / CG SUPERVISOR

CLAN VFX

I worked as a Senior 3D Generalist, with a focus on modeling and look dev, collaborating with renowned brands such as Nissan, Coca Cola, Alpargatas, Clube Social, and Paranoid, among others.

I was responsible for overseeing film shoots for post-production and visual effects, while also contributing to the development of high-quality models. My experience at CLAN provided me with extensive knowledge in audiovisual production, where I had the opportunity to learn and grow in the areas of VFX and CFX. Here is a list of the key accomplishments I achieved:

- * Modeling, character modeling, texture, look development.
- * FX monitoring and supervision on movie sets.

2013-2017 3D ARTIST / SENIOR CHARACTER MODELING

BEELD MOTION

I was responsible for the production of characters for TV openings for Rede Globo and Telecine. I worked closely with the company owners, and together we created award-winning videos at international festivals such as the NEW YORK Festival and Promax bda.

It was a gratifying experience that brought me pride and helped propel my career in the CG field.

- * Modeling, character modeling, texture, look development.

2010-2014 3D GENERALIST

CUBOCC

I worked as a 3D generalist at CUBOCC, where I developed characters, performed texturing and look development, and worked with product rendering. It was my first major professional opportunity. I collaborated with brands such as Pepsi, Samsung, Nike, Google, Waze, Rexona, among others.

This experience allowed me to grow professionally and enhance my 3D artist skills. It was a creative and stimulating environment where I could contribute to prominent projects. I will always be grateful for the opportunity.

- * Modeling, character modeling, texture, look development.

EDUCATION

2009-2010 CADRITECH - 3D UNLIMITED

2010-2012 COLLEGE MELIES - VISUAL ARTS

AWARDS & RECOGNITIONS

Over the course of these years of my career, I've had the opportunity to have several projects featured on prominent CG websites, with some pieces winning important awards in the national and international markets. To check the complete list, simply click:

<https://moisesgomes.com/awards/>

CONTACT ME

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HARD SKILLS

HOUDINI

3DMAX | MAYA

ZBRUSH

Cinema 4D

VRAY | REDSHIFT | MANTRA

MARVELOUS DESIGN

ADOBE PHOTOSHOP

SUBSTANCE PAINTER | MARI

NUKE

UNREAL

ENGLISH LEVEL

SOFT SKILLS

RESILIENCE, TEAMWORK, EMPATHY, ETHIC, EMOTIONAL INTELLIGENCE, TEAMBUILDING, TIME MANAGEMENT, COMMUNICATION, ORGANIZED AND COMMITTED.