

Moises Gomes

3D ARTIST

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01. Resume

About me,
Education &
Career.

Resume

About me

My name is Moises Gomes,

I'm a Brazilian 3D Artist, with 15y+ of experience on studios like CUBOCC, CLAN VFX, Fox Sport, Hornet Animation, Beeld Motion, Colors Magazine, and others. Currently, I am actively seeking new opportunities and partnerships as a permanent or freelancer job, and I am excited to expand my work, collaborate with talented teams, and establish meaningful connections.

I emphasize my collaborative ability to find innovative solutions and work well in teams. I am constantly seeking self-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.



Resume

Education

3D Animation production

Cadritech // 2010-2011

Character Creation for Films/Cinematics

Méliès School Animation - Alex Oliver traditional and digital Sculpture // 2011-2012

Graphic Design

Impacta School // 2013-2014

Applied Houdini - Steven Knipping

CG Circuit pack Houdini Course // 2020 - 2020

Look Development Mentory

with Gustavo Groppo - Blizzard look development. // 2022 - 2022

Redshift for C4D

MographPlus - 2023 - 2023

Resume

Career

3D Artist

Freelancer // 2023- at the moment.

Senior 3D Artist

Wildlife Studios // 2023 - 2023

CG Supervisor

Wildlife Studios // 2017 - 2023

3D Generalist

CLAN VFX // 2014- 2017

3D Generalist

Cubocc // 2010 - 2014

3D assistant sculpture

Melies // 2009- 2010

02. Portfolio

Demoreel,
Professional projects.

Demoreel



Moises Gomes
3D Artist.

|Advertising Reel|

Tlaloc

I consider this project one of the most complete and challenging that I had the opportunity to produce and it is one of the final results that I enjoyed the most among all the projects in my portfolio. More details in this [link](#).



Civil War - Global launch

I had the honor of modeling the plastic toys of all the main actors. In addition to exporting the files for rendering (displayed in Times Square), I also prepared the models for 3D printing, which were included in a kit sent by the production company to film critics and digital influencers. More details in this [link](#).



Free Fire - Winterlands

I had the opportunity to model the characters Shirou and Flamey for the Free Fire Winterlands cinematic. I would like to thank you Papito Jones and Vitor Semeghini for all your help in supervising this project. More details in this [link](#).



Flying Car

I am always in search of projects that take me out of my comfort zone, and this project was a great personal challenge. I intended to incorporate various stages of production into a single project, where I was responsible for modeling, rigging, animation, texturing, lighting, look development, FX, and Comp. More details in this [link](#).



Turntable

I'm pleased with the study as it provided an excellent opportunity to enhance my knowledge in a new workflow that involved the use of Cinema 4D, Houdini, and Redshift software. I was responsible for all CG processes. More details in this [link](#).



Afro Power

My focus on this project was to improve my production techniques in CFX and VFX, and the art direction showcased on The Artist Harding and Stocksy United work was fundamental and inspiring me in this process. I was responsible for all stages of production, more details in this [link](#).



moisesgomes.com - Moises Gomes

JWT | Coca-Cola

This Coca-Cola movie is a vignette to the cinema. I consider this work was important to my knowledge of fluids and particles FX simulation. I had the opportunity to understand more about the workflow and improve my technics with new software and tools. More details in this [link](#).



www.mcg.com.br - Moises Gomes

Some brands I've worked on:



Softwares I've worked on:

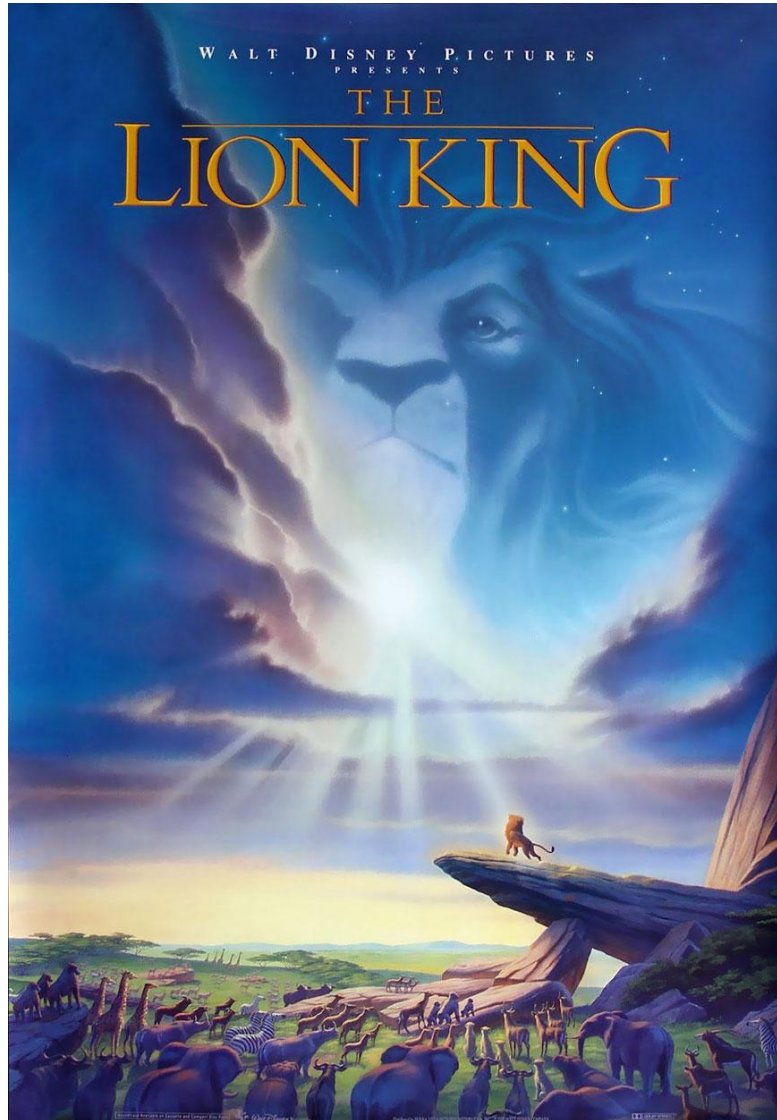


03.

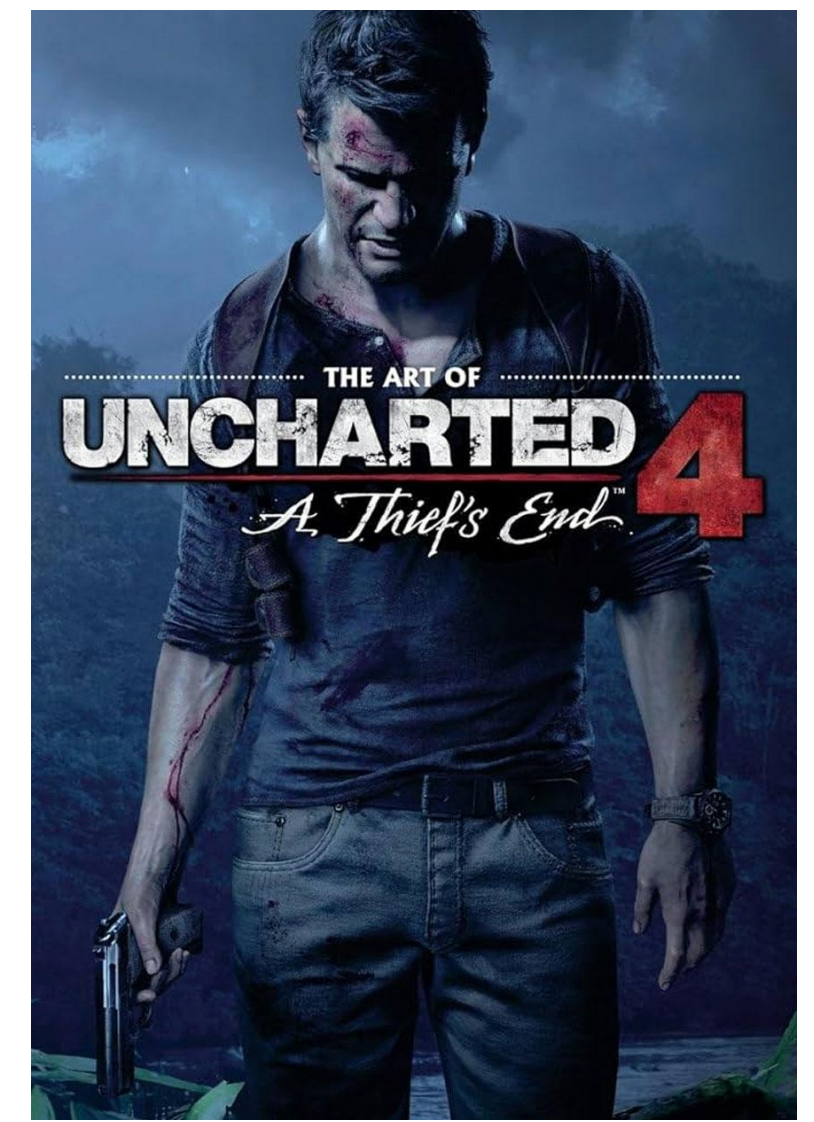
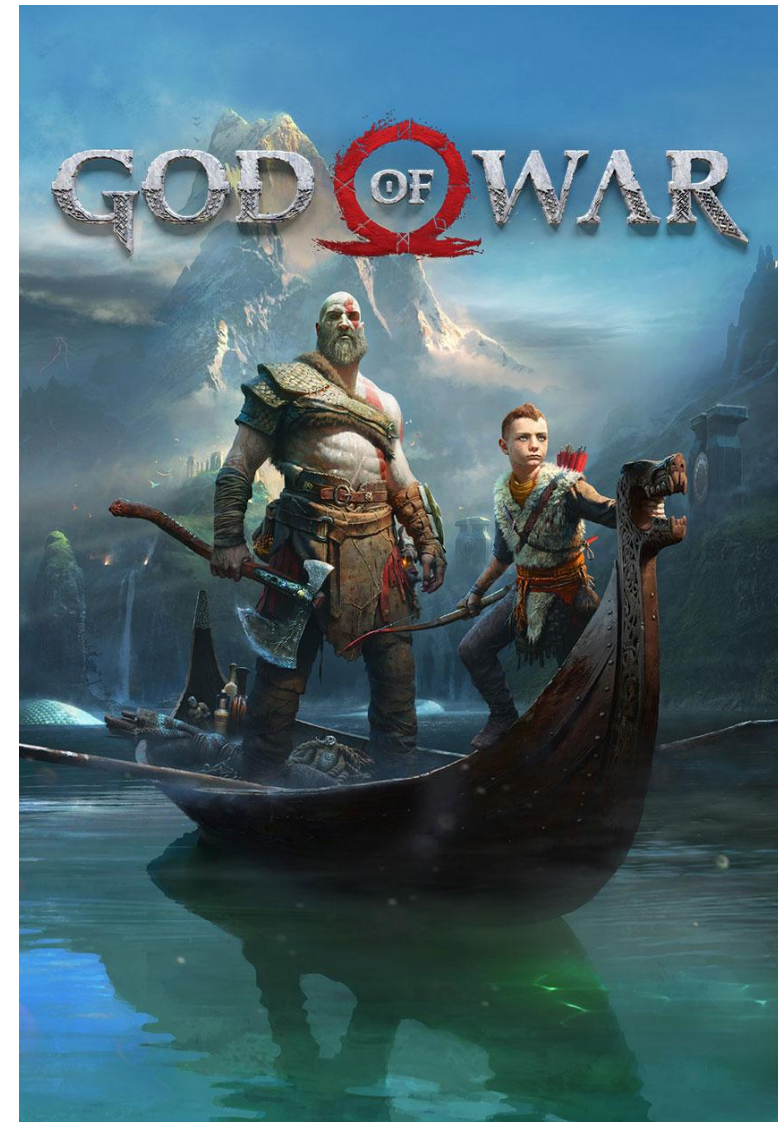
**A bit about
Moises Gomes.**

**Favorite movies,
Games,
Trips,
Soft Skills,
Future expectations.**

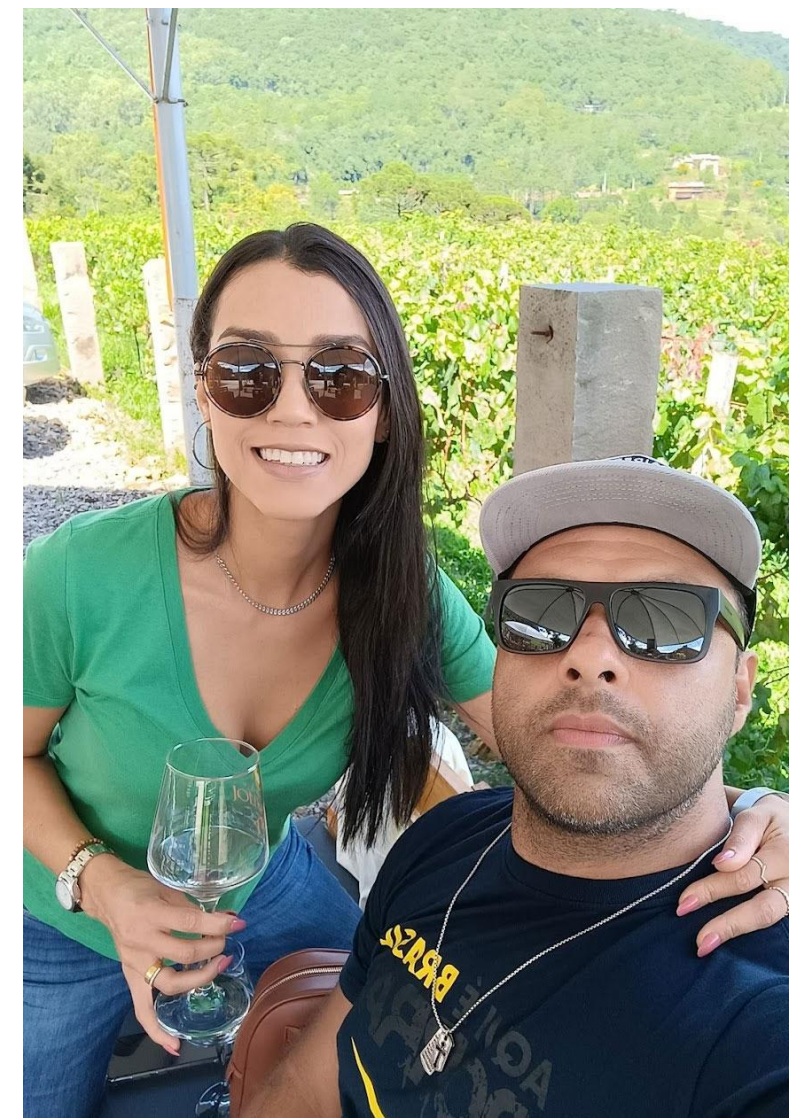
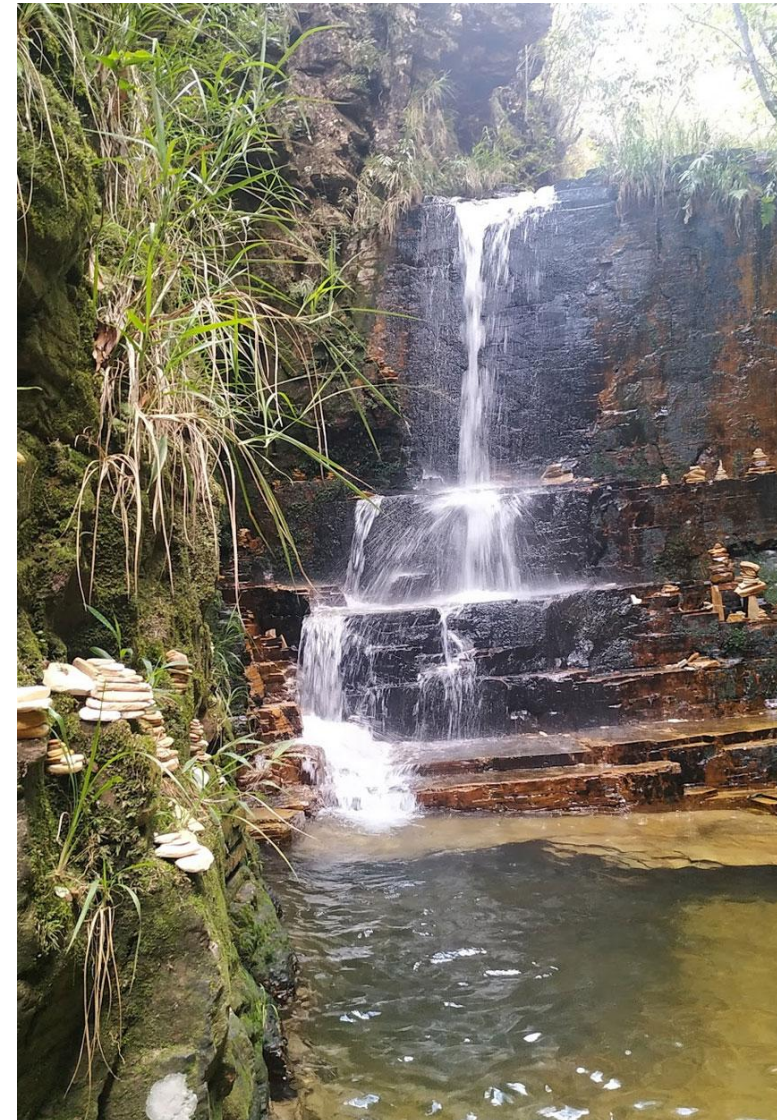
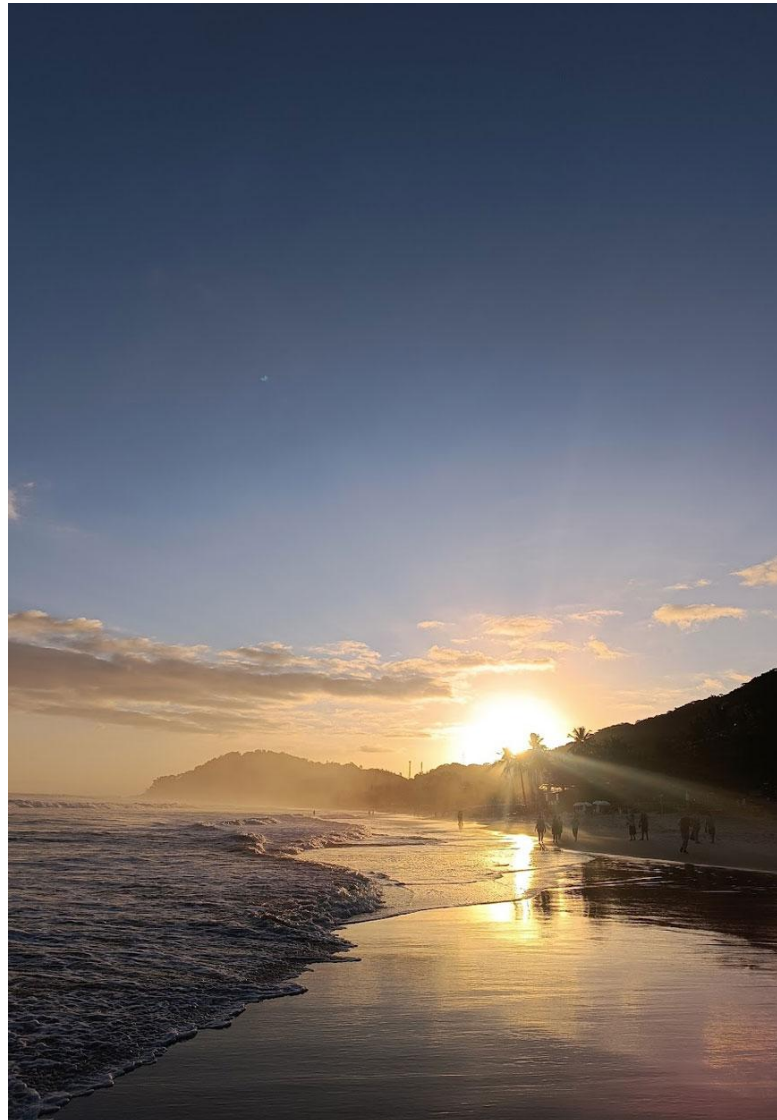
My favorite movies!



My favorite games! ;)



Trips with my dear wife! <3



About me

Soft Skills

- Teamwork,
- Empathy,
- Ethic,
- Emotional intelligence,
- Time management,
- Communication,
- Organized,
- Committed and,
- Never make a decision when you are hungry

About me

Future expectations

- Meet, work and have fun with amazing people,
- Life Balance,
- Work with amazing projects and teams,
- Share and receive knowledge

04. Contact info

[Website](#)

[LinkedIn](#)

[Instagram](#)

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