

Senior 3D Artist specializing in character modeling, hard surface, and look development, with 16+ years delivering cinematic-quality CG for game cinematics, advertising, and film. Recent credits span cinematics for Riot Games (League of Legends, Valorant, Teamfight Tactics), Garena (Free Fire), and Blizzard (Overwatch, unreleased project). Former CG Supervisor at Wildlife Studios leading a team of 8 artists. 2× Cannes Lions Gold, Pixologic Spotlight Artist. Personal project Tlaloc reached 1M+ views on LinkedIn and was featured by 80 Level and ArtStation.

3D & PRODUCTION Character Modeling (organic, stylized, realistic) · Hard Surface Modeling · Texturing & Look Development · Scene Assembly · CFX (Cloth & Hair) · FX Simulation	TOOLS ZBrush · Maya · Houdini · 3ds Max · Substance Painter · Redshift · DaVinci Resolve / Fusion · Nuke (Basic) · Photoshop
LANGUAGES Portuguese (native) · English (professional working proficiency)	WORK MODE Freelance · Remote · Billing in USD, EUR, GBP and BRL

EXPERIENCE

Senior Character Artist · 3D Artist

Feb 2024 – Jun 2026

Little Zoo Studio · Freelance · Remote · Portland, USA

- Long-term collaboration on multiple high-profile cinematic productions
- Riot | League of Legends – Origins of Noxus | Sahn-Uzal Mordekaiser (2024–2025): modeled the Basilisk hero creature and weapons
- Riot | League of Legends – Origins of Noxus | The Reckoners (2024–2025): modeled hero characters Xin Zhao, Draven and weapons
- Riot | League of Legends – Origins of Noxus | The Root of Empire (2024–2025): modeled main character LeBlanc and Crypt scene
- Riot | Teamfight Tactics – The Final Test (2025): scene assembly, hard surface modeling, and lookdev
- Riot | League of Legends – The Relentless Hunter (2025): character modeling and lookdev
- Blizzard | Overwatch (2026): character modeling, hard surface, and lookdev (unreleased)

Senior 3D Artist

Nov 2025 – Feb 2026

State · Freelance · Remote · Los Angeles, USA

- Nestlé | Bliss (2025–2026): organic modeling, hard surface, FX, and lookdev

Senior Character Artist

Aug 2023 – Sep 2025

Beeld Motion · Freelance · Remote · Rio de Janeiro, Brazil

- Garena | Free Fire – Winterlands cinematic 2025: character modeling for Kelly, UVW mapping, and blend shapes
- Garena | Free Fire – Winterlands cinematic 2023: character modeling, blend shapes, and UVs for Shirou and Flamey

Senior Character Artist · 3D Artist

Jun 2024 – Jul 2025

Red Knuckles · Freelance · Remote · London, UK

- Riot | Valorant – Veto Agent Trailer (2025): character modeling for Veto across three stages (Pre, Post, and Full Symbiote)
- Hand-painted lookdev for the agents Veto, Waylay, and Yoru
- Hard surface modeling and scene assembly

Senior Character Artist

Mar – Apr 2024

Manuel Martin Design · Freelance · Remote · Fredericton, Canada

- Civil War worldwide film campaign: modeled main cast as plastic toy soldiers — Times Square display render and 3D printing for press kits sent to critics and influencers

Hornet · Freelance · Remote · New York, USA

— USPS — "Built For How You Business": hard surface modeling, geometry cleanup, and scene assembly

CG Supervisor → Senior 3D Artist

Aug 2017 - Jun 2023

Wildlife Studios · Full-time · São Paulo, Brazil · One of the largest mobile game companies in Latin America

- CG Supervisor (5+ years): oversaw CG production quality and pipeline across Sniper 3D, War Machines, Tennis Clash, and Zooba — supervising a team of 8 artists
- Transitioned to Senior 3D Artist in 2023 by choice, returning to hands-on craft with focus on lookdev and visual quality

Senior 3D Artist

Nov 2014 - Aug 2017

CLAN VFX · Full-time · São Paulo, Brazil

- Cannes Gold Lion — Coca-Cola "Vinheta Cinema": bottle and cap modeling, droplet particle system, liquid and smoke simulation
- Nissan, Havaianas, Vivo, Claro, Club Social — modeling, lookdev, hair and skin simulation, and on-set technical supervision

3D Artist

Jun 2010 - Nov 2014

CUBOCC · TheKumite · Flag CX · Full-time · São Paulo, Brazil

— Google, Samsung, Nike, Globo, Alpargatas, Rexona — character modeling, product visualization, lookdev, rendering, and finalization

EDUCATION & TRAINING

Faculdade Méliès2009 - 2011

3D production: ZBrush, character production, and lookdev

Gnomon Workshop · Axis Animation2012 - 2014

Advanced online training: Maya, Nuke, and VFX production

Look Development Mentorship2022

With Gustavo Groppo — Blizzard Entertainment

Applied Houdini2020

Steven Knipping, CGCircuit

AWARDS & RECOGNITION

- **2× Cannes Lions Gold** — Sea Hero Quest (2016) · Coca-Cola "Vinheta Cinema" (2015)

- **Pixologic Spotlight Artist** (2013)

- **2× 3DTotal Excellence Award** (2012)

- **Print features:** 3D World · 3D Artist #52 · 3D Creative #59 · COLORS Magazine cover v86 (2014)

- **Tlaloc:** 1M+ views on LinkedIn — featured by 80 Level and ArtStation