

JOAO BUENO

3 D CHARACTER ARTIST

CONTACT

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CAREER OBJECTIVE

Results-oriented professional with more than 3 years of experience and a proven knowledge of Design, Anatomy and Art Direction. For most of his life he's been interested in drawing, photography, comics, games, and cinema. On the past years worked with some mainstream games, providing both game and CG work, as well as PUBG, Diablo Immortal, Rise of kingdoms, Call of duty and more. Hard worker experienced in problem-solving, service and time management.

EDUCATION

January 2020
Bachelor Of Arts (B.A.) In Animation Design
Centro Universitário Senac, São Paulo, SP

December 2019
Certification In Game Design
Saga - School Of Art & Games, São Paulo, SP

EXPERIENCE

March 2022 - May 2023
Senior 3D Modeling / Texture Artist
ICON Creative Studio, Vancouver, BC

Responsible for modeling, texturing characters, props, vehicles and environment.

Worked beside Lead and Art direction to delivery high end quality art.

October 2021 - April 2022
Lead 3D Character Artist
Share Creators Inc, Burlingame, CA

- Working with characters for main stream games
- Responsible for modeling, texturing, grooming, lighting and posing the characters
- Leading a team to manage the quality and deadline for all the projects
- Responsible for taking care of all aspects of the characters, assets and even environment produced inside the studio.

April 2021 - October 2021
Senior 3D Character Artist
Share Creators Inc, Burlingame, CA

- Working with characters for main stream games
- Responsible for modeling, texturing, grooming, lighting and posing the characters.

April 2019 - January 2021
3D Art Instructor
CGI & Games, SAGA, São Paulo, SP

- School of Art, Games and Animation, Worked to teach digital art process and development for games and animation
- Including modeling, texturing and hair grooming.

August 2020 - January 2021
3D Artist
Casa Mais, São Paulo, SP

- I've worked in VR games for publicity as 3D generalist, making booth environment and character art, as well as Rigging and animation.

LANGUAGES

- **Portuguese**
Native
- **English**
Advanced
- **Spanish**
Beginner

SKILLS

- Active Listening
- AutoDesk Maya
- Adobe Photoshop
- ZBrush
- Arnold / Vray
- Unreal Engine