



Ricardo Teixeira - 3D Artist

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Objective:

I'm a 3D Artist based in the UK, currently looking for an opportunity to join any industry where I can apply and further develop my skills.

Key Skills:

My main focus is character art but I'm a generalist 3D modeller. I'm able to work with or create concept art and use it to generate high resolution 3D models/assets, which can then be converted/modelled to their low resolution counterpart. I'm also able to process 3D scan data and create a high resolution model and 3D printing data.

Work Experience

3D Artist

Europac3D

Nov 2013 - Jun 2016

Main duties involved converting 3D scans into 3D models ready for 3D printing and visualisation. Work practices would always required 3D sculpting & texture painting.

3D Artist/Consulting Designer

Colonisation Games

2012 - Current

Helping with the development Colonisation: Moonbase game, a successful Kickstarted game. Main duties are varied such as game design, 3d modelling, character art/modelling, storywriter and QA.

Education and Qualifications

MEng Computer Games Design

Staffordshire University

Sept 2007 - Feb 2013

Main Software Skills

Pixologic Zbrush 4R7
Autodesk 3ds Max
Adobe Photoshop CC
Substance Painter
Xnormal
Unreal Engine

Working Knowledge

Marvelous Designer
Autodesk MotionBuilder
Geomagic Wrap
Artec Studio
Agisoft Photoscan
Reality Capture
Microsoft Office Professional
HTML/CSS/PHP

Interests and Hobbies

My main interests are mainly guitars, and music composition; friends; gaming; digital art (2D & 3D); and games design.

Referees

Dr Bobbie Fletcher
Head Of Department -
Games Visual Effects

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