



# CURRICULUM VITAE

## Personal Information

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Surname:	Pinto
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Nationality:	Portuguese
Date of birth:	20 May 1985
Gender:	Male
Marital Status:	Not married

## Desired Employment / Occupational Field

Goals:	To be part of a highly devoted and passionate team and work on a AAA game as a Level Artist / Environment Artist.
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## Work Experience

Position held: 3D Modeler  
Name of employer: Dreamlab (<http://dreamlab.pt>)  
Type of business: 3D Architectural visualization

Date: May 2007- July 2007  
Main activities: Responsible for creating 3D photo-realistic environments based upon architectural blueprints.  
3D modeling, texturing, lightning and rendering.

Position held: Level Designer / 3D Artist  
Name of employer: Seed-Studios (<http://www.seed-studios.com/>)  
*Type of business:* Games Industry

Date: August 2007 - Present  
Main activities: Responsible for designing levels, modeling and texturing next-gen assets for a announced Playstation3 title.

## Professional Education and Training

Title of qualification: European Level 3 - Computing, Programming, Design.  
Name of institution: Escola Profissional Bento Jesus Caraça - Porto

Date: 2004 - 2007  
Subjects covered: Operating Systems (Windows and Linux)  
Programming  
Hardware and Electronic  
Network Administration  
Database Management  
Project Management and Presentation

Title of qualification: 3D Artist  
Name of institution: Formaconde (<http://www.formaconde.com/>)

Date: Third semester 2007  
Subjects covered: 3D Modeling and Animation

## Personal Skills and Competences

**General Skills:** Game world design and building experience, experienced 3D modeling (both low and high poly).  
Real-time assets for next-gen games.  
High detailed textures and shaders  
Overwhelming passion for playing and developing games.

**Technical skills:**  
(Software)  
Autodesk 3DStudio Max - Modeling and Rendering  
Softimage XSI - Modeling  
Adobe Photoshop CS3 - Texturing and Digital Painting

**Technical skills :**  
(Game Engines/Editors)  
Max Payne 1/2 (MaxED)  
Source Engine (Hammer)  
IDTech4 (Radiant)  
CryEngine2 (SandBox2)

**Artistic skills:** Traditional Drawing

**Languages:** Portuguese (Mother tongue)  
English (Fluent speaker and writer)

## References

**Patrick Shane Paluski**  
a.k.a. StratonAce  
Level Scriptor at Remedy Games - [www.remedygames.com](http://www.remedygames.com)  
[shane.paluski@remedygames.com](mailto:shane.paluski@remedygames.com)

**Joseph Hardford**  
Former 3D Modeler at Crytek - [www.crytek.com](http://www.crytek.com)  
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