



CURRICULUM VITAE

Personal Information

First name:	Hélder
Surname:	Pinto
WebSite:	www.helderpinto.com
E-mail:	HelderHP@gmail.com
Nationality:	Portuguese
Date of birth:	20 May 1985
Gender:	Male

Summary

As a Game Environment Artist my specialty lay in having responsibility for the entire look and feel of game levels, while working closely with Art Director, Lighting artists, Texture Artists, and Level Designers.

After Designers work on the initial block-mesh, I am responsible for the game levels aesthetics, dressing the scene, modeling assets and texturing, tweaking materials / shaders as needed to help bring the scene together with understanding and consideration of texturing, particle effects and lighting. All this while keeping a close eye on gameplay and performance.

Work Experience

+8 years professional work experience. (2007 - Present)

+6 years modding experience with various game engines. (2001 - 2007)

Position held: 3D / Environment Artist
Name of employer: Blizzard Entertainment (<http://us.blizzard.com/>)
Type of business: Games Industry

Date: August 2012 – Present

Main activities: As a 3D / Environment Artist at Blizzard Entertainment, I work very closely with many departments inside the team to make the game's environments as good looking as they can be, while aiding gameplay as much as possible. Typically since the pre-production stages all the way to completion / shippable quality.

My functions range a lot from project to project and from milestone to milestone, but mostly it ranges from working on hero / big environment assets, the mood and feel of the environments, set dressing, composition, all the way to lighting, shaders, materials, prop modeling and texturing; bringing the levels together from start to finish.

While always respecting and keeping gameplay in mind, always.

Projects:

[Overwatch](#) (PC)

[Diablo 3: Reaper of Souls](#) (PC, Xbox 360, Playstation3)

Position held: Level Artist
Name of employer: Crytek GmbH, Frankfurt, Germany (www.crytek.com)
Type of business: Games Industry

Date: July 2009 – July - 2012

Main activities: As a Game Level Artist, I worked very closely with the

Art Director on this project since It's pre-production and was responsible for the artistic look, mood and feel of the environments; from set dressing, composition, all the way to lighting, shaders, materials, prop modeling and texturing; bringing the levels together from start to finish.

While always respecting the Level Designers vision (block-mesh) and keeping the gameplay in mind.

Projects:

Crysis 3 (PC, Xbox360, Playstation3)

[Crysis 2](#) (PC, Xbox360, Playstation3)

Position held:
Name of employer:
Type of business:

Level Artist / Level Designer
Seed-Studios, Portugal (<http://www.seed-studios.com/>)
Games Industry

Date:
Main activities:

August 2007 - June 2009
Sketching out the environments of the game from ground up till finalization.
My functions varied between Level Layout and Design, Scripting AI and game events, to environment art, level beautification and lighting, and being responsible for the overall look of all the levels in the game.

Responsible for the artistic look and design of all the levels in the game.

Modeling and texturing assets and props.

Projects:

[Under Siege](#). (Playstation3)

Aquatic Tales (Nintendo DS)

Position held:
Name of employer:
Type of business:

3D Artist
Dreamlab, Portugal (<http://dreamlab.pt>)
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.

Professional Education and Training

Title of qualification: European Level 3 / First professional degree -
Name of institution: Computing, Programming, Design.
Escola Profissional Bento Jesus Caraça - Porto (Portugal)
Date:
Subjects covered: 2004 - 2007
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: - Level Art, Artistic Environment Composition and Level Design.
- Real-time assets for games (Modeling High Poly and Low Poly, texturing and materials / shaders.)
- Passion for creating and beautifying game environments.

Technical skills:
(Software) - Autodesk 3DStudio Max
- Autodesk Softimage

- Autodesk Maya
- Adobe Photoshop - Texturing and Digital Painting
- ZBrush - Digital Sculpting

Technical skills :
(Game Engines/Editors)

Max Payne 1/2 (MaxED)
Source Engine (Hammer)
IDTech4 (Radiant)
CryEngine3 (SandBox3)
Unreal Engine 3/4
And a range of in-house engines.

Specialties:

Level Art / Environment Art for Games

Hobbies:

Photography

Languages:

Portuguese (Mother tongue)
English (Fluent speaker and writer)