

Tairo Rodrigues Fialho

28 Years, 3D Character Artist for Games
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<http://tairo3d.com>

Objectives

Have a passion for games and their creation, with much study and creativity want to create amazing works of 3D art and advance the techniques to create better and faster.

Professional Experience

-Trainee at Medgrupo, working as a 3D artist to create 3D illustrations for medicine books. - 2010 (12 months)

-3d Artist at Ratto Software focused on creating games for mobiles, working with the art director, concepts artists and programmers I was responsible for the 3D artwork of the games, their visual at the engine and optimization of the models and textures, creating High Poly models with zbrush, in 3ds Max I create the low poly models, mapping, texturing, rigging and animations of the games, creating character and environment alike. (2012 - 2015)

-2015 - Current - Freelancer 3D Character Artist

Academic Formation

- 2009-2013 - Graduated in Graphic Design - Digital Illustration and Animation in 3D (Design Gráfico - Ilustração e Animação Digital 3D. - Universidade Veiga de Almeida

Knowledge

- **3ds Max** - 9+ years of knowledge of the software, used for Modeling, textures, basic Rigging and animation for game ready meshes.
- **Zbrush** - 7 years of use for high polygon model, for baking normals, occlusion maps and textures.
- **Photoshop** - 9+ years of use for painting and texturing.
- **Marvelous Desinger** - 1+ years - used to created the base for the clothes and folds.
- **3D Coat** - 2+ years - Used for texturing
- **Substance Painter** - 1+ years Used for Texturing
- **Unity 3D** - 2+ years - Used to test model with the engine shaders.
- **Unreal Engine** - 1+ years - Used to test model with the engine shaders.
- **Maya** - 1+ years - Used for modeling

Able to work with tight deadlines and keeping mind in the most recent techniques and softwares, able to adapt and learn fast. Work with passion for games and the industry aiming toward the advance games industry.