








MARCEL GORRI

3D MODELER | TEXTURER | TECHNICAL ARTIST

CONTACT

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AWARDS

The Rookies Excellence Award

<https://goo.gl/xVqrkX>
2018

EDUCATION

FULL TIME DIPLOMA

Visual Effects, Animation and
Game Design
Think Tank Training Centre
2016–2017

SPECIALIZATION

3D Game and Development
SAGA
2011–2012

POST GRADUATION

Project Management
Getulio Vargas Foundation
2005–2006

BACHELOR

Computer Engineering
Pontifical Catholic University of
Campinas
1996–2000

OBJECTIVE

To work full time as an Environment Artist, Texturer, or 3D Generalist.

SKILLS

- Ability to execute a broad range of VFX tasks including **modeling, texturing, shading, lighting, look development, rendering** and **compositing**
- **Poly modeling** skills for everything from creating **environments** and **assets** to be used in production with an emphasis on photorealism, accuracy, detail, and function
- Efficient with **layout of UVs** and awareness of texture requirements
- Create **photo realistic textures** and other related maps or images for mapping on to 3D objects, based on references (photography, images, paintings, books, real objects)
- **Meticulous** with high attention to **details**
- **Team oriented** (committed, clear communicator, able to take directions positively, report technical problems in a timely fashion, keenness for collaboration)
- **Adaptable** and with a **willingness to learn** new skills and techniques – including proprietary software.
- **Organized** (file management, naming conventions)
- Knowledge of **Python/MEL scripting**
- **Windows / Linux** experience (user/admin)

SOFTWARE

WORKING KNOWLEDGE

- **Maya:** modeling, UVing, rendering, lighting, particles and fluids, animation
- **ZBrush** and **Mudbox:** sculpting, maps generation (displacement, AO, curvature), tileable sculpting
- **UV Layout:** UVing, texture density
- **V-Ray:** shading, lighting, rendering (optimization)
- **Substance Painter / Mari / Photoshop:** texturing, masks generation, image adjustments, tileables
- **Nuke:** image adjustments and compositing
- **xNormal:** baking maps (AO, curvature, cavity, normal)
- **Adobe After Effects:** motion graphics and compositing

INTERMEDIATE KNOWLEDGE

- **Python Scripting in Maya:** automate repetitive tasks, perform custom actions
- **TopoGun:** retopology
- **Marvelous Designer:** clothes and fabrics
- **Substance Designer:** tileable textures, custom materials
- **Adobe Premiere:** video editing
- **Unreal Engine:** scene creation, import objects, material creation, lighting

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VOLUNTEER

THINK TANK TRAINING CENTRE

Representing the school at
Digital Media Youth Expo
Career Fair
2018

INTERESTS

Movies
Comic Books
Action Figures
Video Games
Teaching
Biking
Meditating

LANGUAGES

Portuguese (Native)
English (Fluent)

EXPERIENCE

SOFTWARE ENGINEER / PROJECT LEADER / BUSINESS ANALYST

ELDORADO RESEARCH INSTITUTE
Campinas
2002 – 2016

ANDROID DEVELOPMENT / SOFTWARE ENGINEERING TEACHER

METROCAMP UNIVERSITY
Campinas
2012 - 2013

SOFTWARE ENGINEER

TELEBRAS RESEARCH AND DEVELOPMENT CENTER - CPqD
Campinas
2001 - 2002

REFERENCES

SCOTT THOMPSON

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JOE CRAWFORD

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