

Filipe Magalhães

Technical Artist

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Online Portfolio <http://www.mgs3d.com>

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Technical artist and 3D Generalist with a background in real time assets and character creation.

Capable of modelling, texturing, rigging, scripting and final game engine implementation of assets.

EU National, willing to relocate.

3D Art Skills and experience:

- Human and animal anatomy
- Digital Sculpting
- PBR and Stylized texturing
- Retopology / UVs
- Rigging
- Animation
- Marvelous Designer garment creation
- Source Control (Perforce/Git)
- Python (Maya API)

Technical Art / Game engine experience:

Unreal Engine 4

- Scripting with Blueprints (Gameplay systems and Actor setup)
- Animation Blueprints / Blendspaces
- VFX and Particles
- Material / Shader Creation
- Sequencer
- UMG
- VR Setup
- Debugging
- Profiling
- C++

Unity

- C# scripting
- Prefab and Animation setup
- Materials and Particles

Experience

2019-03 - present

Unreal Technical Artist

Nviz

- Working in feature film and TV productions as a real time specialist and Technical Artist.
- Game engine ready asset creation and rigging (Zbrush / Maya / Substance)
- Unreal Engine material / FX creation and implementation.
- Particle effects (Cascade / Niagara)
- Sequencer shot setup
- Blueprint scripting
- Profiling and optimizing assets / scenes.
- Python scripting and tool creation for automating tasks inside and outside the engine (Maya).

2018-10 - 2019-03

Technical Artist

The Mill

- Responsible for the creation, integration and conversion of high end VFX assets into real time/AR/VR projects.
- Technical art implementation and R&D in Unreal Engine 4
- Particle systems (Cascade/Niagara)
- Sequencer shot creation
- Lighting / Rendering
- Profiling
- Generalist 3D artist tasks (modelling, texturing, rigging, animating etc) using software like Maya / Zbrush and Substance.
- Advanced material and shader creation
- Blueprint Scripting (Gameplay / Virtual Production)

2017-10 - 2018-10

Real-time 3D Artist / Asset Builder

The Third Floor

- Responsible for building characters, props and environments for VFX Previs shots.
- Industry standard asset creation and UE4 integration for the Immersive Team (VR) and previs shows
- Rigging and object setup
- Scripting and technical art for UE4 and Maya
- Shipped VR title "Mad Factory" on Steam and VR arcades across the UK. Credited as a technical artist.

2016-10 - 2017-10

3D Artist

Freelancing

- Managed a team of 8 freelancers on various projects in the Academic and Technology fields.
- Working for various different clients in order to provide fast turnaround and high quality 3D models.
- Character work for 3D printed and maquette projects.
- General 3D modeling for VR applications, both environment and characters.
- Working with and cleaning scan data.
- Teaching online courses on mobile game asset creation.

2015-06 - 2016-08

Principal 3D Artist

Grafite Comunicações

- Prototyped and implemented a new material pipeline to utilize modern PBR standards for the in-house Mobile Augmented Reality solution, this allowed us to optimize polygon counts and texture map sizes to adjust the final look of all models inside of Unity.
- Managed a team of 6 artists on a day to day basis and was in constant contact with our licence holders in order to maintain quality control for the duration of our projects.
- Industry standard character modeling and texturing duties
- R&D for 3D implementation with VR/AR

2012-08 - 2015-03

Instructor

Digital Tutors / PluralSight

- One of the only contract instructors to produce consistent monthly content for almost 3 years.
- Over 35 tutorials created in order to help other artists and students improve and refine their craft.
- Covered topics such as anatomy, 3D printing workflows, retopology, stylized sculpting and more.

2010-10 - 2012-07

3D Artist / Associate Producer

TurboSquid

- Started as a 3D artist creating assets for the website's clients and transitioned to a producer position where outsourcing management was required.
- Responsible for the Asset on Demand departments day to day operations.
- Interfaced directly with clients in order to determine the best course of action to deliver the requested models.
- Managed an international talent pool of over 15 artists on a daily basis.
- Produced art for clients and maintained quality control for all deliverable assets

Education

2006-03 - 2009-12

Istituto Europeu di Design (IED São Paulo)

- BA in Multimedia Design

Software

Software Knowledge

Maya, Zbrush, Topogun, Knald, Quixel, Substance Painter, 3D Coat, Marvelous Designer, Photoshop, UE4 and Unity.