



Arnaldo Souza

Generalist 3D Artist

 <https://artstation.com/arbesh>



JOB EXPERIENCE

Junior Fullstack Programmer

1 Year

CAMAJUS - Natal

Aug 2018 - Present

At Camajus I have worked with several web technologies, such as PHP, Javascript, Angular, VueJS, and others. During most of my time, my responsibility was to deliver a good experience to the end user.

Technical Artist

8 months

Digicom - Natal

Feb 2019 - Oct 2019

At Digicom I have worked on a private project integrating other artists' models with the programming team using Unity. There, I also had to work with shader creation and environment art.

Freelance Work

8 months

Internet

2016 - Present

While working on my studies I have also been doing freelance projects using Blender in my spare time working with various clients from very different fields. Those projects usually consisted of product visualization and small assets creation for indie games.



EDUCATION

Bachelor in Information Technology

2 Years

Federal University of Rio Grande do Norte - Brazil

Feb 2018 - Present

Technician in Game Development

2 Years

Federal University of Rio Grande do Norte - Brazil

2016 - Jan 2019

Technician in Programming for Internet

3 Years

Federal Institute of Rio Grande do Norte - Brazil

May 2014 - Dec 2017



SOFTWARE

- Blender
- Unreal Engine
- Unity
- Substance Painter
- Krita
- GIMP
- Illustrator
- Substance Alchemist



PROFILE

Hi there! I'm a 21 years old artist and I'm very passionate about CG Arts, 3D modeling and Game Development. Currently, I am trying to get into the industry.



CONTACT



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INTERESTS

- AI applied to Games
- Frontend Web Development
- Language Studies
- PC Building
- Reading
- Animations
- Blender Community & development



LANGUAGE



Portuguese
Mother Language



English
Fluent



French
Beginner