

THIAGO CARNEIRO

3D Artist & Unreal Technical Artist

P : (+1) 416 988 1305

E : hi@thiagocarneiro

W : tcarneiro.artstation.com

W : thiagocarneiro.com

EXPERIENCE

VR and Unreal Teacher & Art Lead at Summer Institute

May 2018 - Present / Seneca College / Canada

I'm currently teaching **Unreal Engine** for the **Game Art** and **Animation** Post Graduate programs.

I also act as the **Art Lead** for the Summer Institute project where we work with companies creating games and animation projects.

Senior 3D Artist & Composer in Architectural Visualization

May 2019 - Aug 2019 / PUREBLINK / Canada

I worked as a **Nuke** compositor and 3d Artist for a TV commercial and acted as the **Unreal Engine** artist bringing Architectural Visual-

Consultant Art Director

May 2019 - Jul 2019 / Flat Mountains Art / USA

I acted as an **Art Director** for 3 VR Projects for the American VR Company Flat Mountains Art and designed their **GDD** and **Style frames** for their games and VR Apps.

Lead 3D Artist & Game Engine Technical Artist

Dec 2017 - Feb 2019 / Dark Slope Studios / Canada

Worked creating the major **Hero Assets** and **Characters** of the game **Scarygirl**. Also worked as a **compositor** and **look dev** artist for 3 **TV animation** projects, one of which was rendered in real time. One of my main responsibilities was build the entire pipeline from the **Asset Artist** to integration inside **Unreal Engine**.

I was the **Lead Artist** responsible for all the art integration inside **Unreal Engine**, creating shaders, particle effects, World building, asset optimization in **Houdini** and tool creation inside **Houdini**.

Houdini FX Intern

Jun 2017 - Aug 2017 / SideFX Software / Canada

While I was doing my 2nd Post Graduation in Visual Effects, I was granted the opportunity to intern at **SideFX** and learn with the team the new features in the **H17 release**.

VFX Assistant

Jun 2016 - Jul 2016 / Shark Teeth Films / Canada

Responsible for modeling, animating and compositing on a variety of VFX and Motion Graphics shots for an **Animal Planet** show.

Animator & 3D Generalist

Oct 2015 - Jan 2016 / Zink / Canada

Responsible for modeling, animating and compositing on a variety of VFX and Motion Graphics projects for Advertising and Movies.

Stereo Compositor

Dec 2014 - Dec 2015 / Legend3D / Canada

Responsible for stereo compositing shots in **Nuke**. Tracking and matte creation with **Mocha**.

* Work period gaps

I chose to list in this resume only the positions I had that were Contract or Full-time and are related to the work I'm applying for.

Some gaps in this work experience are times I were either pursuing Education or working as a Freelance Artist in a full-time capacity.

For more information on these periods please contact me directly.

EDUCATION

Postgraduate Diploma in Visual Effects

Dec 2016 - Dec 2017/ George Brown College / Canada

Postgraduate Certificate in Small Business Operations

Sep 2016 - Dec 2016/ George Brown College / Canada

Postgraduate Diploma in Game Art

Jan 2014 - Oct 2014/ Seneca College / Canada

Bachelor of Arts (BA) in Industrial Design

2007 - 2011 / UniverCidade / Brazil