

# Danilo Paulo

Environment Artist / Level Artist

[www.danilopaulo.com](http://www.danilopaulo.com)

## Profile

I'm 3D Environment Artist for games, with 6 years of professional experience, from personal/Indie to AAA titles.

Artistic skills, such as hard/organic modeling, texturing, light and composition, color theory and understanding form, proportion and scale.

I also have technical skills, such as level optimization, shaders, programming and gameplay logic.

Always up to learn new techniques, and to teach students and juniors. I'm a team player and result oriented.

## Employment History

### Environment / Technical / 3D Artist at cView Studios Ltd, Malta

[September 2018](#) — [November 2019](#)

Lead Environment / 3D Artist for "Destroy All Humans" (2020) game project;

Lead Technical / 3D Artist for cancelled AAA game project;

Aided in the end production of **Metro Exodus** assets and cView portfolio pieces.

### Environment Artist / Unreal 4 Generalist at Adventure Works,

[May 2017](#) — [June 2018](#)

Environment Artist for an unannounced game project.

### Freelancer Environment Artist at Blackrose Arts

[March 2017](#) — [June 2017](#)

Worked on environments for the game **Valhall**.

### Teacher at AXIS - School of Visual Effects, São Paulo

[May 2017](#) — [Present](#)

"Intro to Maya Modeling", "Environment for Games", "Texture and Shading for Games"; Conducted workshops of Substance Painter.

### Owner at Machine Bear Software and Games LTDA, São Paulo

[August 2013](#) — [February 2017](#)

Co-Founder

Games Developed:

- Urban Legends (PC/Steam);
- Room 404 (PC/Steam);
- Chameleon Runner (iOS/Android);
- Ball\_Runner(iOS/Android);

## Details

E-mail: [danilopaulo@hotmail.com](mailto:danilopaulo@hotmail.com)

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## Nationality

Italian

## Links

[Portfolio](#)

[Artstation](#)

[LinkedIn](#)

## Skills

Hard Surface Modeling

Organic Modeling

Texturing

Game Engines (UE4, Unity, Custom)

Level Optimization

Lighting and Composition

Level Design

Shader Creation

Programming Logic (C++, C#, Python, Blueprints)

VFX

Initiative and Problem-solving Abilities

## Languages

English *fluent*

Brazil-Portuguese *Native speaker*

## Achievements

### Gnomon Best of Term, Los Angeles

Won Best of Term for "2016 Summer - Environment - Games", with the piece "Steampunk Dragon Door".

## Education

### Gnomon — School of Visual Effects, Games & Animation, Los Angeles

[April 2016](#) — [September 2016](#)

Award - Best of Term - Summer 2016 - Environment Games

Individual Courses

- Environment for Games;
- Texture and Shading for Games;
- Visual Effects for Games 1;
- Game Design;
- Level Design;
- Game Creation 2;

### AXIS - School of Visual Effects, São Paulo

[February 2015](#) — [June 2015](#)

Course Environment Creation for Games

### Bachelor's Degree in Computer Science, Pontifical Catholic University of São Paulo, São Paulo

[January 2011](#) — [December 2014](#)

## References

### Erik Simon from cView Studios Ltd

[erik@cview-studios.com](mailto:erik@cview-studios.com)



21<sup>st</sup> November 2019

TO WHOM IT MAY CONCERN

It is with pleasure that I am writing this letter of recommendation for Danilo Nunes Paulo.

Danilo has worked with our studio since November 2018 after having relocated to Malta.

We have been very pleased with his level of talent, his approach to the tasks that we have given him over the course of period that he was working with us, and also his willingness to work on any project.

Danilo has experience working on Modeling and Texturing. Also he is proficient on Autodesk Maya, Substance Package, Marmoset Toolbag 3, Zbrush, Unreal Engine 4 and he showed that he is always eager to learn new techniques. Through the course of our working relationship with Danilo, we have seen that he is capable to work under minimal supervision and producing the right assets that clients expected from us. He also showed that he is able to work under pressure and meeting the deadlines that were required from our clients.

As a person, Danilo always came across as a respectable and well-mannered person. He showed that he is a good team player, assisting his co-workers whenever they asked for his help or input. Danilo has always presented himself on time for work and contributed constructively to our daily morning meeting with the team.

We are disappointed that we had to let him go due to an unexpected termination of a major project, but hope that you consider Danilo Nunes Paulo for a position of Environment Artist as we believe that he can be a great asset to the company that is willing to offer him this position.

Please contact me if you have questions or would like to discuss this further. I can be reached by e-mail at [erik@cview-studios.com](mailto:erik@cview-studios.com)

Sincerely,

A handwritten signature in black ink, appearing to read "Erik Simon", written over a light blue horizontal line.

Erik Simon  
Director  
cView Studios Limited.