

Rafael Malavassi

Character Artist

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<http://rafaelmalavassi.com/>

About me:

I humbly seek to contribute to great entertainment productions by creating epic 3D characters and assets of the best quality I can possibly achieve, while helping the conception and development of projects with new ideas and solutions.

Experience:

- 3D Artist - Beamdog, Edmonton, AB (Jan 2020 -)
- 3D Generalist - Goldtooth Creative, Vancouver, BC (Set 2019 - Oct 2019)
- Assistant Character Artist - Electronic Arts, Vancouver, BC (Apr 2019 - Set 2019)
- Freelance 3D Artist - Campinas SP (Jan 2018 - Apr 2019)
- Junior Modeling/Surfacing Artist - ICON Creative Studio, Vancouver, BC (Jan 2017 - Jan 2018)

Artistic and Technical Skills:

- Poly-modeling and sculpting realistic and stylized visual appealing characters, creatures and props
- Hardsurface and organic modeling/sculpting
- Retopologizing sculpts into proper topology flow
- Topology optimization for high or low resolution workflows and animation
- Creating photo-real and stylized textures developed from procedural textures, image projections and hand painting
- Physically-Based Rendering lookdev
- Full knowledge of 3D print pipeline
- Basic knowledge of Rigging and weight painting
- Basic knowledge of animation workflow body mechanics and acting
- Basic knowledge of compositing and video editing

Software Knowledge:

MAYA / ZBRUSH / PHOTOSHOP / SUBSTANCE PAINTER / ARNOLD /
MARMOSSET / UNREAL ENGINE

Education:

- Think Tank Training Centre, North Vancouver, BC (2015 - 2016)
Diploma in 3D Modeling, Visual Effects and Game Design
- Universidade Estadual de Campinas - UNICAMP (2011 - 2015)
Bachelor's degree, Visual and Performing Arts
- Alpha Channel, São Paulo, Brazil (2010 - 2011)
Diploma, Computer Graphics Generalist