

# *Joao Baptista*

Senior Character Artist

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## Experience

### **Halon- December 2019 -**

Lead Character Artist - Currently helping with the creation of new and improved character workflows for the studio's pipeline. Also responsible for writing the documentation of said workflows.

Responsible for quality control of outsourced assets, supervising and mentoring in house character team, and for the creation of character assets for an Unreal Engine pipeline.

### **Encore - November 2018 - December 2019**

Responsible for the creation of digital doubles for TV series.

Tasks include scan cleanup, sculpting, modeling, texturing and look development.

### **The Third Floor - August 2018-October 2018**

Responsible for the modeling and texturing of real time assets like characters, environments and props for game engine and Maya viewport using a PBR workflow.

### **Hammer Creative - February 2018-May 2018**

Responsible for the development of 3D character models. Tasks include sculpting, retopologizing, uv mapping, texture painting and shader work for V-Ray pipeline.

### **Pixomondo - June 2017-October 2017**

Responsible for the development of 3D character models. Tasks include sculpting, retopologizing, uv mapping, texture painting and shader work for V-Ray pipeline.

### **Blur - January 2017-May 2017**

3D artist in the modeling department. Responsible for modeling and texturing of props.

## Education

### **Face creation for Games - Spring 2021**

**Hair for Games** - 4 week online course taught by Rafael Souza. In this class a head was created, and then we used Blender for hair card creation, and ZWrap to transfer head detail from original 3D scanstore mesh. Render in Marmoset and Unreal.

### **CGMA - Spring 2021**

**Hair for Games** - 6 week online course taught by Naky Solanki. Class about hair card creation and its application on a character mesh with ZBrush.

### **CGMA - Summer 2020**

**Cloth Creation and Simulation for Games** - 8 week online course taught by Laura Gallagher. Topics include garment creation in ZBrush and Marvelous Designer, retopology, texturing in Substance Painter and Designer and implementation in Unreal.

### **Anatomy Tools - Summer 2019**

**Level 2** - 5 day intensive human anatomy course taught by Andrew Cawrse and Mark Newman. Course is divided between anatomy theory and clay sculpture mode.

### **Anatomy Tools - Summer 2019**

**Core Fundamentals** - 40 hours week long course about anatomy core fundamentals taught by Andrew Cawrse

### **Gnomon School of Visual Effects - April 2015-March 2017**

2 year program that focuses on 3D modeling, Hard Surface and Organic Sculpting, Texturing, Lighting, Game Creation, Rigging, Scripting and more.

### **CGMA - 2014**

Taken various online classes, focusing on perspective, anatomy, color and light, character design, environment and architecture design.

## Awards and Publications

Gnomon Best of Term Award - Character for Games, Summer 2016

Making Stylized and Realistic Characters - August 30, 80 Level article