

DUDA MORTEO

3D Artist

hello@dudamorteo.com

www.dribbble.com/dudamorteo_

www.dudamorteo.com

+ 55 (21) 99479-4720

Extremely dedicated 3D Artist focused on creating visual assets for games. 2 years of experience working in groups, working with directors, programmers, and other artists in an agile environment, contributing to art direction, technical artist, and the problem solving of 3D pipelines. I'm a part of the art team of the game Piggy: Hunt which was released on the Steam platform. I was responsible for all props and set dressing of the 3 phases of the game.

SKILLS



SOFTWARES (MAC & WINDOWS)



LANGUAGES



EDUCATION

- DESIGN (BACHELOR'S DEGREE)
ESPM (2013 - 2016)
- GRAPHIC DESIGN (TECHNICAL)
Instituto Infnet (2017/2020)
- VIDEO EDITING
AIC - Academia Internacional de Cinema (2019)
- CHARACTER ILLUSTRATION
Thunder Rockets (2019)

EXPERIENCE

- FREELANCER DESIGNER (2011 - 2021)
Creation of visual identity and art direction for brands such as Build Compare (AUS), Laneway Consulting (AUS), J.D. Brew (AUS), Hemotype SC (USA), Pavarotti's Italian (AUS), Mayer's Travel Books (GER).
- JUYÈ (2020)
Creation of visual identity and illustrations of the album "Do desapego ao amor".
- BOCA PRODUÇÃO & COMUNICAÇÃO (2019-2021)
Creation of visual identity and illustrations for the festival MPBOCA - A nova música brasileira.
- OKTAGON GAMES (JUN/2021 - MAR/2022)
3D Environment Artist - 3D modeling, UV, texturing, and set dressing of props from the game Piggy: Hunt. (Mobile and PC pipeline)
- FORTIS GAMES (MAR/2022 - CURRENTLY)
3D Artist - 3D modeling, UV, texturing, sculpting high and lowpoly. (Mobile pipeline)
- DIGITAL ILLUSTRATION
Willian Santiago (2019)
- DIGITAL ILLUSTRATION WITH VOLUME AND TEXTURE
Sergio Edwards (2021)
- 3D&JOY
Leticia Gillett (2021)
- 3D COLORING BOOK
Stylized Station (2022)