



JOÃO BUENO

SENIOR 3D CHARACTER ARTIST

◦ DETAILS ◦

joaoaugusto.bueno07@gmail.com

Place of birth
São Paulo

Nationality
Brazilian

◦ LINKS ◦

[Portfolio](#)

[LinkedIn](#)

◦ SKILLS ◦

Autodesk Maya

Adobe Photoshop

Zbrush

Substance Painter

Vray

Unreal Engine

Arnold

Mari

Marvelous Designer

Substance Designer

◦ LANGUAGES ◦

Portuguese

English

Spanish



PROFILE

- Excellent communication, time-management, and organizational skills
- Ability to provide an in-depth critique
- Creative problem solver
- Ability to work under tight deadlines
- Personally motivated, constructive energy and approachable as a leader



EMPLOYMENT HISTORY

Senior Character Artist at Roarty Digital

Jul 2023 — Present

- Developed high-quality 3D character models using Autodesk Maya and Zbrush.
- Collaborated with cross-functional teams to create visually stunning assets for projects.
- Implemented feedback during the review process to enhance character designs.
- Optimized textures and materials in Substance Painter and Mari for efficient game performance.
- Mentored junior artists on best practices and techniques in character art production.

Principal Model/Texture Artist at ICON Creative Studio, Vancouver

Apr 2022 — May 2023

- Developed high-quality 3D models and textures for various projects, ensuring adherence to artistic direction and technical specifications.
- Collaborated with cross-functional teams to optimize workflows and enhance asset integration into game engines.
- Conducted detailed quality reviews and provided constructive critiques to improve team output and project outcomes.
- Implemented innovative techniques in Zbrush and Substance Painter to elevate character realism.
- Mentored junior artists, fostering skill development and promoting best practices within the team.

Lead 3D Character Artist at Share Creators Inc., California

Oct 2021 — Apr 2022

- Led development of high-quality 3D character models for games and animations.
- Collaborated with cross-functional teams to ensure artistic vision alignment.
- Mentored junior and mid-level artists, providing feedback to enhance skills and creativity.
- Implemented efficient workflows using industry-standard tools for character creation.
- Conducted in-depth critiques to improve project outcomes and foster team growth.

○ **Senior 3D Character Artist at Share Creators Inc., California**

Apr 2021 — Oct 2021

- Created high-quality 3D character models for various projects, enhancing visual storytelling.
- Collaborated with cross-functional teams to ensure alignment on artistic vision and project goals.
- Utilized industry-standard software such as Zbrush and Autodesk Maya to produce detailed textures and animations.
- Managed multiple projects simultaneously while adhering to tight deadlines.

○ **3D Artist at Casa Mais, São Paulo**

Aug 2020 — Jan 2021

- Developed high-quality 3D character models for VR using Autodesk Maya and Zbrush.
- Created visually compelling textures and materials using Substance Painter and Mari.
- Utilized Unity for real-time rendering and showcasing of character assets.



EDUCATION



Animation Design - Technologist, Centro Universitário Senac, São Paulo

Jan 2019 — Jan 2020