

Curriculum Vitae

Nuno Silva

3D Artist | Graphic Design



Education:

University Degree in Multimedia Design
Escola Superior de Artes e Design, Porto
2006 - 2009

Work experience:

Real Games

3D Artist / Graphic Design
2010 - Present

My tasks include building the environment, set dressing, composition, lighting, shaders, materials, prop modeling and texturing. Also paying attention to performance issues.

I'm also responsible for designing the user interface for the company's software products. As well as for all the work related to graphic design, corporate videos, websites and printed user guides.

Projects:

Factory I/O 2 (PC, 2016) - Awarded Unity Best VizSim 2016
Factory I/O (PC, 2014)
Home I/O (PC, 2013)
Connect I/O (PC, 2012)
Industrial Automation Practices (Printed Book, 2011)

Sempre Imagem Digital

Graphic Design
July 2005 - September 2005

My tasks included photo retouching, making digital photographic albums and corporate identity design.

Freelance Jobs

2008 - 2010

MCoutinho: Financial Statement Layout Design
Canon & Mediamarkt: Participated in workshop "Flash Talents", and won the main prize
Optimus: Lightbox 3D Render
Serralves: Logo design in 3D for a poster
Tintas CIN: Graphic Design
MicroProcessador: Design of 3D Stand

Personal Information:

Web: www.nunosilva.pt
Email: nunosilvart@gmail.com
Phone: +351 934 106 985
Born in: 20/10/1985
Nationality: Portuguese
Currently lives in: Porto, Portugal

Languages:

Portuguese (native);
English (fluent - written and spoken);
Spanish (intermediate).

Awards:

Unity Best VizSim 2016
- Factory I/O 2
"Le Coup de Cœur" 2014
- Home I/O
Canon Flash Talents 2010
- Photography 1st Prize

Software Experience:

The Foundry Modo
Unity3d
Unreal Engine 4
Adobe Photoshop
Quixel Suite
xNormal
Marmoset Toolbag
Autodesk Mudbox
Adobe Illustrator
Adobe Premiere
Adobe After Effects