

Eduardo Fernandes

Technical Artist, 3D Artist (Kreativitas Studio, Freelancing)
Digital Games (Associate degree)

PROFILE

I'm a Technical Artist with 3D Art experience, I love creating stunning shaders that elevate games visuals, tools for helping me and other artists. I love learning and exploring new things, for me, knowledge is the most important thing to have, so I'm always learning and improving my workflow.

CONTACT & INFORMATIONS

Portuguese and English.

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<https://www.linkedin.com/in/eduardo-fernandes-3d/>

<https://www.artstation.com/duzeraaa>

EDUCATION

July, 2023

Associate Degree,

Digital Games

UNISO - Universidade de Sorocaba
– Sorocaba / São Paulo

SKILLS & SOFTWARES

- Unity
- Autodesk Maya
- ZBrush
- Unreal Engine
- Substance Painter & Designer

PROGRAMMING

- HLSL
- C#
- Python / MEL

PROFESSIONAL EXPERIENCE

Kreativitas Studio

3D Artist / Technical Artist
August 2023 – Present

- **[Maya, ZBrush, Substance, Unity]** Developed high quality assets for mobile casual games, including static props and characters, while implementing on engine and creating VFXs as needed.
- **[HLSL, Unity]** Created all shaders for the projects and documented everything.
- **[Unity, C#]** Created custom tools to easily add VFXs and Texture Swap through animation clips.
- **[Python, MEL]** Developed personal tools to use in maya to accelerate my modelling process.
- **[HLSL, Unity, Maya, C#]** Act as principal artist to improve game performance on android devices, having a total of ~200% FPS improvement on low-end devices.
- Maintenance of art assets creation and implementation documents for unity.

Electric Monkeys

3D Artist
May 2023 – August 2023

- **[Blender, Maya, ZBrush, Substance, Unity]** Developed high quality assets for mobile hyper-casual games, including static props and characters while implementing on engine and creating VFXs as needed.

Freelancing

3D Artist / Technical Artist
October 2022 – Present

- **[Maya, ZBrush, Substance]** Developed high quality assets for multiple game projects, including static props and characters.
- **[Unreal Engine, Unity]** Implement assets on projects and develop shader/materials to get client desired results.
- **[Unity, Documentation]** Documented UI creation process in unity to help a client build his own UI.