

SERGIO AZEVEDO

Senior 3D Artist

+351917146477

@ az.sergio@gmail.com

Portugal

EXPERIENCE

Senior 3D Artist

The Glimpse Group

11/2022 New York (remote)

- Creating** wide range of low-poly Assets with PBR Textures
- Collaborated** with management to plan and execute art production schedules, resulting in a 25% increase in project efficiency
- Interfaced** with VR developers to incorporate assets into the game engine, reducing integration time by 30% through improved workflows
- Supervised** art asset outsourcing, successfully coordinating the delivery of over 500 assets within budget and ahead of deadlines by an average of 10%
- Monitored** and optimized over 350 resources and characters for VR environments, ensuring top performance and visual quality, resulting in a 35% boost in user satisfaction ratings

Senior 3D Artist / Art Director

InciteVR

05/2020 - 10/2022 California (remote)

- Crafting** Low-poly Props with PBR Textures
- Directed** and Team Strategized art production with project stakeholders. Reduced project timelines by 15% through collaborative production planning
- Allied** with management to strategize art production, aligning with project goals. Mentored artists, enhancing efficiency by 20%
- Defined** alongside VR developers to integrate art into the game engine, reducing asset-related bugs by 28%
- Enhanced**, optimized and oversaw over 500 3D characters and props for VR environments. Improved asset performance by 35%, enhancing user experience and engagement

2D/3D Game Artist

Adtalem Global Education

05/2018 - 07/2020 Chicago (remote)

- Conceptualized** Mobile Game Ideas: Generated creative concepts and ideas for mobile games within 3 months
- Produced** 3D and 2D Assets: Designed and crafted 3D models and 2D graphics, including Marketing Assets, helped in 20% to bust engagement
- Developed** Game Environments and Props: Constructed environments and in-game objects for mobile games, elevating player satisfaction by 25% and doubling user interaction time
- Generated** user interface assets and animated elements for mobile game interfaces, resulting in a 15% growth in user interaction and a 36% rise in retention rates

2D/3D Game Artist

BeActive Media

05/2018 - 07/2020 Vila do Conde (on-site)

- Made** assets for mobile games, including marketing materials, resulting in a 28% increase in user engagement
- Managed** and Created assets and VFX for the film "Collider" and created TV graphics and motion graphics, resulting in a 15% increase in audience engagement

EDUCATION

Master of Arts - Painting

Northumbria University

Bachelor's of Arts - Painting

Faculdade Belas Artes Universidade do Porto

SUMMARY

Senior 3D Artist with over 10 years of industry experience. Skilled in Maya, Substance Painter, Photoshop, 2D/3D Game Art, and VR/mobile games/TV/film production. Known for transforming digital concepts into compelling visuals. Expertise includes leading projects from concept to completion, enhancing project quality, and fostering creativity. Collaborates with cross-functional teams to achieve outstanding results and promote innovation

LANGUAGES

Portuguese	Native
English	Native
French	Advanced
Spanish	Intermediate

SKILLS

Maya	Photoshop	Substance Painter
Character Creator	Unity	Illustrator
Content Creation	Graphic Design	
3D Modeling	3D Sculpting	PBR
Adobe Suite	AR/VR	Animation
JIRA	Trello	

FIND ME ONLINE

LinkedIn

<https://www.linkedin.com/in/sergioazevedo/>

Personal Website

<https://www.sergioazevedo.pt>

ArtStation

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

Indústria Criativa

<https://industriacriativa.pt/sergio-azevedo>