JEFERSON PEREIRA DE JESUS

CHARACTER MODELING | 3D GENERALIST

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BELO HORIZONTE, BRAZIL

PROFESSIONAL SUMMARY

Motivated 3D Artist looking for new professional challenge and increasing. Able to work with 3D Modeling (Hard Surface, and Organic), Texture Painting, UV Mapping, LookDev, and Post-production. Really passionate about the Animation Movies.

SKILLS

- 3D Modeling (Autodesk Maya, and Zbrush)
- Texturing (Substance Painter, and Photoshop)
- LookDev (V-Ray, Redshift, Arnold, Unreal Engine 5, and Marmoset Toolbag)

WORK HISTORY

2020 - Current | 3D Generalist - (Mono Animation)

- Pipas | Gloob 26eps 7" (Tv Series) In Production Modeling characters, props and environments, Texturing, lookdev, Lighting Shots and sending for farm.
- Mundo Ripilica 2° Season | Discovery Kids 26eps 7" (TV Series)
 Modeling props and environments, Basic Rigging, Texturing, lookdev, Lighting Shots and sending for farm.

2017 - 2020 | 3D Instructor - (CreativeSkull - Escola de Arte)

- Prepared new students to deal with organic and hard surface modeling
- Created institutional images and videos for the school's public
- · Helped to develop new ways to increase the school's environment

2013 - 2017 | CGI Instructor - SAGA - School Of Art Game and Animation

- I taught various software to students, from different areas of CGI, Illustrator, photoshop, Adobe premiere, After effects, Autodesk Maya.
- Prepared new students to deal with Differents Areas of CGI.

EDUCATION

- College Graphic Design | 2017 2021 Centro Universitário Una
- Introduction to CGI | 2010 2012 Escola AIS | Saga

• High School Diploma | 2009 Colégio Estadual Landulfo Alves

CERTIFICATIONS

- Human Anatomy, 2017 | AtelierCG (Rafa Souza)
- Digital Impressionism, 2019 | Unhide Conference (Kris Costa)
- Female Anatomy, 2019 | Escola Revolution (Rafa Souza)