

THAÍS FREITAS

3D ARTIST

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[Website/Portfolio](#) | [Artstation](#)

SOFTWARES

Blender| Modeling assets, retopology, UV mapping, foliage cards and other geometry.

ZBrush| Sculpting of assets and bases for normal maps.

Substance Painter| PBR texturing of assets, stylized textures, creation of smart materials and map baking.

Substance Designer| Basic stylized material creation.

Photoshop| Manipulation/editing of texturing maps and creation of alphas/masks.

Marmoset Toolbag| Map baking and character/prop render.

Unreal 4/5| Environment creation, composition and layout. Lighting, creation of master materials and basic Niagara VFX.

Unity| Environment creation, composition, lighting and VFX creation.

GitHub/ Plastic SCM/Fork| Repository and source control softwares.

Atlassian Softwares| Team management using Jira Software, Confluence and Trello.

WORK EXPERIENCE

3D GENERALIST at Bonsai Media Group, Seattle - USA (Remote) | 2024 - 2024

- Worked on a project in the advertising sector.
- My responsibilities were to retopology CAD files, create low/mid/high poly models, produce objects in hard surface, UVW, texturize and assembly all parts together, working as a team on a production line where we were able to follow each other's work, all that following existing product standards and definitions and export in .FBX and .GLTF so that they could be used on a sales website.

ART DIRECTOR at Triplano/Mainleaf, Porto Alegre - BR (Remote) | 2021 - 2024

- Worked on 2 shipped games, 3 unannounced and 3 still under-development (with NDA) games.
- My responsibilities were to ensure that all visual aspects of the game meet client expectations while working within predetermined budget and schedule requirements, communicate project progress, challenges, and solutions to the art team and stakeholders, produce artistic documentation for projects, including pitches, art guides, art bibles, mood boards, and task briefings and developing specific internal processes for art department. Also work closely with other departments, such as game design and development, to ensure seamless integration of artistic vision with gameplay mechanics and technical feasibility while using agile methodology (scrum) and managing within software tools such as Jira, GitLab, and Confluence.

3D GENERALIST at Triplano/Mainleaf, Porto Alegre - BR (Remote) | 2023 - 2024

- Worked on 2 unannounced (NDA) games.
- My responsibilities were to create 3D characters and customizations, working on retopology, texturing, baking and engine (Unity) implementation looking for optimal performance. Also, contributed to the creation of game assets by handling modeling, texturing, and implementation processes, ensuring consistency with project specifications and artistic direction. And finally, helped develop a stylized shader, enhancing visual aesthetics and contributing to the unique artistic identity of the project.

ENVIRONMENT ARTIST at Instituto Glória, Distrito Federal-BR (Remote) | 2021 - 2022

- Participated in a charitable research project in collaboration with the Gloria Institute and CNPq, an entity linked to the Ministry of Science, Technology, and Innovations for research promotion in Brazil. This initiative aimed to develop a game focused on entrepreneurship, innovation, and social responsibility, empowering young learners with essential life skills through interactive gaming experiences.
- My responsibilities were the creation of assets for indoor and outdoor environments, assembly and composing scenes, I was also able to create and implement a technique allowing game assets to be created in 3D and rendered for use as 2D sprites, optimizing visual quality and performance.

FORMAL EDUCATION

Technologist Diploma in Digital Games - Pontifícia Universidade Católica de Minas Gerais | 2018 - 2020