

- Resume -

Gonçalo Amorim Geraldo de Sousa
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Work Experience

Miniclip SA, Lisbon, Portugal, 2010 - present
2D & 3D artist. Considered as best artist in the team.
Released games: Fragger, Monster Island, Istunt2, Extreme Skater, Dinopets, Words of Wisdom, 8Ball pool China, Soccer Stars, Element Wars and Dude Perfect 2

Blueshark Studios, Lisbon, Portugal, 2007 - 2010
2D & 3D artist. Although the only artist, the work done stood above other studios with more artists.
Released games: Histeria Hospital for several platforms, Dream Mysteries - Case of the Red Fox, for PC, an unreleased MMO for the government of Portugal, and outsource for interactive glass display projects.

Freelance, several clients, 2008 - present

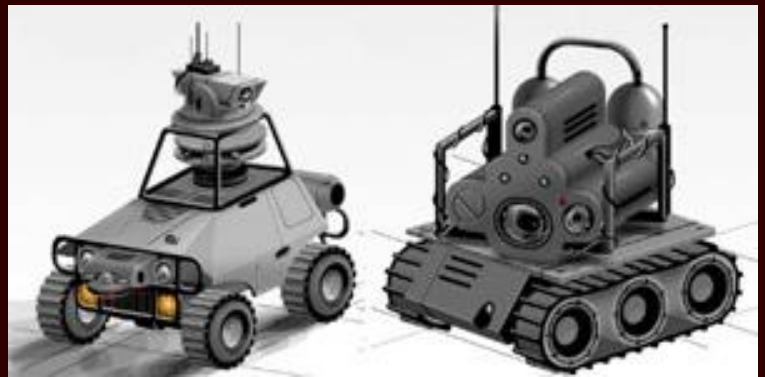
Work done includes extreme3dwonders for IMVU MMO game, Video King Networking for several of their casino games in their specific tablets, Artzulu for mobile games, and a few more individual clients.

About

I'm a professional illustrator and concept artist, counting 9 years working in the Game industry. I'm well capable in areas all 2D areas like Digital Painting, animation, Matte Painting, Pixel Art, Concept Art, and 3D areas like Modeling, UV creation, Texturing, Rigging, and Animation. I've also worked in all aspects of game art as GUI, Promotional art, fonts and Icons.

Software Skills

Softimage, 3ds Max, Cinema 4D, Photoshop, UVLayout, Zbrush, Spine



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