

João Costa

I am a 2D / 3D artist who specializes in hard surface modeling and texturing, low poly and high poly – mechanical components and vehicles, weapons, props, and environments.

Personal Data

Full Name: João Miguel da Silva de Campos Costa
Nationality: Portuguese
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Objective

A challenging position as a videogame artist, working on high-end, cutting edge videogames for current (PC, 360, PS3, PSP, Wii) and future platforms.

Skills

3ds Max, Photoshop, Zbrush, AutoCAD, Corel Graphics, Dreamweaver.
Experience with Unreal Engine 3 and Diesel Engine.
Architectural visualization and rendering.
Digital illustration and graphic design techniques.
Written and spoken Portuguese and English languages.

Education

September 2006 – December 2006 >> THE.EDGE Digital Visual Effects Training, Lisbon, Portugal (Autodesk Authorized Training Center - ATC).

Autodesk 3DS Max 8 Operational Course, Master.

Autodesk 3DS Max 9 Architectural Visualization w/ Mental Ray, Master.

1997 - 2001 / 2003 - 2005 >> Lusófona University, Lisbon, Portugal.

Bachelor's degree in Architecture.

Professional Experience

January - December 2008 >> Streamline Studios.

3d modeling and sculpting, texture art, and engine asset integration, for videogame platforms (PC, 360, PS3), of vehicles, props, and environments. Worked on *Wanted – Weapons of Fate*, *Terminator Salvation*, and an undisclosed project.

1998 - 2007 >> Freelance work.

AutoCAD technical drawing, 3DS Max architectural visualization, graphic design, web design.

January - July 2004 >> Better World / Rock in Rio 2004.

AutoCAD technical drawing and assistant producer (operations/architecture) for the international RiR2004 music event.