

## João Costa

I am a 2D / 3D artist who specializes in mechanical characters & vehicles, hard surface environments, low poly and hi poly, models and textures.

### Personal Data

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Full Name: João Miguel da Silva de Campos Costa  
Nationality: Portuguese  
Date of Birth: October 23<sup>rd</sup>, 1979 in Lisbon, Portugal  
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### Objective

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

### Skills

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Digital illustration and graphic design techniques, 2D and 3D.  
Architectural project, design, and rendering.  
3DS Max, AutoCAD, Photoshop, Corel Graphics, Dreamweaver, Unreal Engine 3.  
Written and spoken Portuguese and English languages.

### Education

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**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

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**January 2008 – current >> Streamline Studios.**

3d Artist / Texture Artist for videogames, vehicles, props, and environments.

**1998 - 2007 >> Freelance work.**

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

**January 2004 – July 2004 >> Better World / Rock in Rio 2004.**

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