

Mauro Lourenço

3D Artist

Nationality: Portuguese

Date of Birth: April 26, 1986

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E-Mail: mauro.skn@gmail.com

Portfolio: www.paranoid-monkey.com

SKILLS

- ◆ Ability to deliver efficient Models and Textures
- ◆ Able to work with both Highpoly and Lowpoly Modeling
- ◆ Current gen Map creation
- ◆ Softwares
Maya, Mudbox, Photoshop and UDK

PROFESSIONAL EXPERIENCE

- ◆ 3d Artist **Freelancer**
Aug 2009 / Present
- ◆ 3d Artist at **BigStorm Studios**
Oct 2008 / Aug 2009
- ◆ 3d Artist at **Sdesign_World**
Feb 2008 / Aug 2008
- ◆ Web Designer(Internship) at **SLINGSHOT Multimedia and Web Design**
Sep 2005 / Dec 2005

OTHER RELEVANT EXPERIENCE

- ◆ Asset Modeler at **DEADSTATE** (Indie Game)
Dec 2010 / Present
- ◆ Weapon Modeler at **Visage** (Source Modification)
Dec 2009 / June 2010

EDUCATION

- ◆ **RESTART – Escola de Criatividade e Novas Tecnologias**
Animation and Graphic Design Techniques, 2D and 3D
Nov 2006 / Aug 2007
- ◆ **High School – Escola Secundária Madeira Torres**
Computer Science
2001 / 2005