

NINA MARTINHO

GAME ARTIST & ILLUSTRATOR



+55 (11) 97202-4404



ninamartinho@hotmail.com



artstation.com/ninamartinho



linkedin.com/in/nina-martinho/

ABOUT

Game artist from São Paulo, Brazil, with a bachelors degree in 3D Games Art & Design from the University of Hertfordshire. Passionate about creating concept art, illustrations, assets, environments and characters for games.

WORK EXPERIENCE

June 2023 -
October 2023

São Paulo,
Brazil

On-site
Full-time

Junior 3D Artist -
At QUANTA studio

Created 3D art for film production.

Responsible for modelling, UV unwrapping, texturing, set-dressing and scene setup for Virtual Production.

Used Blender, Adobe Substance Painter, Unreal Engine 5, Perforce.

TOOLS

- Unreal Engine
- Substance Painter
- Substance Designer
- Maya
- Blender
- ZBrush
- Photoshop
- Treelt / SpeedTree
- Versioning
- Traditional Media

EDUCATION

2020 - 2023

**Bachelors of Art:
3D Game Art & Design**
University of
Hertfordshire

2019 - 2020

Foundation Diploma
University of
Hertfordshire

PROJECTS

**Zelda: Twilight Princess -
(Fan Art)**

Vegetation & Foliages

**Eco's Of Home -
Playable Demo**

Concept, 3D Modelling,
Texturing, Set Dressing,
Level Design, Programming

**Muscadine -
Playable Demo**

Concept, 3D Modelling,
Texturing, Set Dressing,
Level Design, Programming

LANGUAGES

Portuguese (BR) - Native

English - Fluent