

NINA MARTINHO

Contact

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◆ About

I'm Nina Helena Martinho, a junior game artist from Brazil. My dream is to create immersive and beautiful games with fascinating characters and story.
I work as a concept artist, illustrator and as a 3D generalist, aiming to be part of an studio.

◆ Experience

Illustrator & character concept - commission experience
Art director; leader concept artist; set dresser - Ghost in the Rain 2020-2021
Art director; concept artist; level design artist & programmer - Muscadine 2021-2022
Art director; concept artist & generalist - Eco's of Home 2022-2023
Class representative - EBAC 2020 - 2021

◆ Education

BA HONS: 3D Games Art & Design - Hertfordshire University (Ebac Campus) 2020 -2023
Foundation Diploma - Hertfordshire University (Ebac Campus) 2019-2020
School Degree - E.E. Culto à Ciência
Veterinary Assistant Diploma - AE Comp 2017-2018

◆ Languages

Portuguese (BR) - Native language
English - Advanced, fluent
Spanic - Basic

◆ Tools

Traditional Media (Pencils; Watercolor; Guache; Nankin & Markers)
Adobe Photoshop
Adobe Premiere
Adobe Substance Painter
Autodesk Maya
Pixelogic ZBrush
Unreal Engine 4 & 5