



Pedro Garcia

3D Artist

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About me

I'm a 3D Artist as well as a good, rounded developer always looking to find ways to improve my craft and evolve my skills in any given field. These can include the development of projects with various programs and methodologies.

I'm also used to performing in other roles given, and if circumstances demand it. With a background in art and programming and even without having much experience, another area that I have interest in learning more about is the role of Technical Artist.

Education

Soares dos Reis School ,
Multimedia Specialization [WebDesign]
| 2019 - 2023

Lusófona University - Porto Center ,
Bachelor's Degree in Videogame Development and Multimedia Production
| 2023 - 2026

Projects

Huddle [3D Modeler and Animator]
(Academic Project)
| 2024 - 2025

- Developed and streamlined the production of 3D Characters from concepts provided from the 2D Team.
- Developed and created environment assets for use by a Environment Artist.
- Collaborated with the QA team for asset optimization
- Created animations for characters and environment assets

GeoZoo [2D Animator]
(Academic Project)
| 2024 - Present

- Developed animations to complement visuals and mechanics of the game

Skills

Blender | Substance Painter | Unity / Unreal 5 / C# / C++ /

Languages

Portuguese (Native), English (Fluent)