

# Abner Augusto Souza

## ARCHITECT AND TECH ARTIST

Professional in architecture and urbanism with eight years of experience in public spaces and commercial architecture projects. Concurrently, I have cultivated skills in programming and the development of interactive experiences as a Game Developer and Technical Artist, with nearly two years of experience. I am currently pursuing a master's degree in Computer Science at the Federal University of Ceará.

## PROFESSIONAL EXPERIENCE

### BUGABOO STUDIO

#### Tech Artist / Game Dev/ 3d Designer

Dezembro/2022 - Julho/2024

Engaged in the development of applications in Virtual Reality, 3D Modeling, Creative Coding, and Photogrammetry.

### INTEGRARTE.ARQ

#### Architect and Urban Planner

May/2018 - December/2022

Partner of the firm, specializing in the development of architectural projects and visual products of exceptional quality, engaged in both commercial and residential markets.

### MARROCOS ARAGÃO ARQUITETURA E URBANISMO

#### Architect e 3D Designer

February/2016 - April/2018

Accountable for executing residential architecture and urban planning projects, as well as producing 3D models and renderings of developments.

## ACADEMIC HISTORY

### MASTER'S IN COMPUTER SCIENCE - COMPUTER GRAPHICS

Universidade Federal do Ceará

January/2024 - current

### DEGREE IN ARCHITECTURE AND URBANISM

Universidade Federal do Ceará

January/2013 - July/2015

## TECHNICAL SKILLS

### PROGRAMMING LANGUAGES

Python, C++, Javascript

### 3D E GAMEDEV

Blender, Sketchup, Unity, Unreal Engine, ThreeJS

### DESIGN AND PHOTOGRAPHY

AutoCAD, Adobe Photoshop, Illustrator, Affinity Photo, Sony Vegas

## CONTACT

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580, apto 3, Fortaleza, Ceará,  
Brasil.

 [Linkedin](#)

## LANGUAGES

Portuguese: Native

English: Fluent

Spanish: Basic

## SOFT SKILLS

Enjoys working as part of a team

Communicative

Open to learning new things

## HOBBIES

Cycling

Retro gaming

Managing Home Server

Residential automation