



Bárbara Paulista de Faria

Illustrator

3D Artist

Even though I've taken a scientific course academically, I am and always will be an artist at heart.



[halluprism.github.com](https://github.com/halluprism)

SKILLS & EXPERTISE

01

Design

Storyboarding

- Translation of scripts into a clear and concise visual storytelling.
- High perception of details.
- Extensive knowledge of shot sizes, camera angling, and movement.

FireAlpaca

Illustrator

Illustration

- Knowledge of Adobe Illustrator.
- Expert in FireAlpaca Software.

3D

Blender

Maya

Mudbox

Animation

Blender

Maya

Modelling

- 2+ Years of Character Modelling in Blender Software.
- 1+ Year of Character Modelling in Maya Software.

Sculpting

- 1+ Year of Digital Character Sculpting in Mudbox.

Rigging

- 2+ Years of Rigging with IK controls and Shape Keying in Blender.
- 1+ Year of Rigging with IK controls and Shape Keying in Maya.

Animation

- Practices with Key Framing, Graph Editor Interpolation and Non-Linear Animation in Blender.
- Usage of Timeline Keyframing and Camera Sequencing in Maya.

EDUCATION

02

University of Madeira

2023–Present

Masters in **Interactive Media Design**

University of Minho

2017–2023

Bachelor in **Computer Science**

LANGUAGES

03



Portuguese
Native



English
Level B2



04

B • B1

CONTACTS

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