



Luiz Miguel

/luizmiguel3d

Game developer | 3D Artist

Conselheiro Lafaiete, MG, Brazil

Contact

contact.luizmiguel3d@gmail.com

[Portfolio & Links](#) [linkedin](#)

Languages

Brazilian Portuguese *Native*
English *Intermediate*

Soft Skills

Curiosity
Creativity
Adaptability
Problem Solving

Technical Skills

Optimization
Programming
Realtime VFX
3D Modeling
3D Rendering

Softwares and Tools

Unity, VS Code, Github
Blender, Krita
Miro, Notion

Summary

3D Artist and game developer working as a freelancer for a couple of years. I started as a 3D artist, working on character modeling, rendering, and animation. In the past few years I started working as a game programmer and VFX artist, contributing to game projects made in Unity, some of them released on Steam.

Work Experience

[Cats in Wonderland](#)

May 2024 - Mar 2025

Programmer

Gameplay, UI Navigation, particle systems, visual effects.

[Memory Traces: Egypt](#)

Sep 2022 - Jan 2023

Vfx Artist | Programmer

Custom shaders, particle systems, model optimizing, visual effects.

[Memory Traces: Japan](#)

Mar 2022 - Aug 2022

3D Artist | Programmer

Gameplay programming (C#), state machines, JSON, 3D playable objects creation workflow, custom shaders, particle systems, 3d modeling, model optimization.

Freelancer

Mar 2022 - Present

Game Developer

Gameplay programming (C#), JSON, custom shaders, VFX.

Freelancer

Jan 2019 - Present

3D Artist

Modeling, rendering, animation, rigging, simulation, model optimization.

Certifications

English C1.1 - English Radar, Feb 2023

Level C1.1 (Advanced) in English Radar's English level of proficiency test.

Education

High School

EAD Allan Brito - Blender

Modeling, animation, rigging, simulation, others.