



# Luiz Miguel

/luizmiguel3d

## Game developer | 3D Artist

Conselheiro Lafaiete, MG, Brazil

### 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.*

### Contact

[contact.luizmiguel3d@gmail.com](mailto: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

### 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.*