Pedro Henrique de Freitas Souza

Date of birth: 09/01/2001 | **Nationality:** Brazilian | **Sex:** Male | **Phone:**

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ABOUT MYSELF

Creative and detail-oriented 3D artist with 2 years of experience in modeling, level design, and game design, skilled at creating innovative assets. Eager to contribute fresh ideas and technical expertise to dynamic game development projects.

EDUCATION AND TRAINING

02/02/2024 – CURRENT Belo Horizonte, Brazil
BACHELOR DEGREE - GAME DEVELOPMENT PUC - Minas Gerais

Website https://www.pucminas.br/ | **Level in EQF** EQF level 5

01/06/2024 – CURRENT Porto, Portugal
TECHNICAL DEGREE - DIGITAL DESIGN IEFP - Instituto do Emprego e Formação Profissional

Website iefponline.iefp.pt/IEFP/index2.jsp | **Level in EQF** EQF level 4

HONOURS AND AWARDS

27/09/2024
1st Place / Game Development Regionals – World Skills Portugal

I've participate in World Skills Regional competition phase, in which I have successfully been awarded the first place on Game development as a 3D artist and programmer, where I managed to provide a game in the space of 3 days all by myself.

LANGUAGE SKILLS

Mother tongue(s): **PORTUGUESE**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C2	C2	C2
SPANISH	B1	B2	B1	B1	B1
GERMAN	A1	A1	A2	A1	A1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

PROJECTS

02/02/2024 – 30/06/2024
Nébula - Beyond the Limits

I was the responsable for the **Game Art and Game Development** during the production of "Nebula - Beyond the limits", a college production that counted on a team of 3 people.

Link https://www.youtube.com/watch?v=8cUCaxD549Q

- ## DIGITAL SKILLS

Softwares

Substance 3D Painter | Maya | Marmoset Toolbag 4 | Blender | Unity | Github | 3Ds Max | ZBrush