



# Vinicius Barros de Almeida

## 3D Animator/Game Designer

### Professional Goals

Collaborate with the company to deliver the best service, improve my english and gain work experience.

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### Get in touch!

**Mobile:**

+353 83 201 6327

**Email:**

viniciusbalmeida29@gmail.com

**LinkedIn:**

[in/viniciusbalmeida](https://www.linkedin.com/in/viniciusbalmeida)

**Address:**

104 Naas Road, Inchicore, Dublin,  
D12 VF75

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### Languages

**English:**

Intermediate

**Spanish:**

Basic

**Portuguese:**

Native

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### Portfolio

**ArtStation:**

<https://www.artstation.com/nicin>

**Itch.io:**

<https://nicin.itch.io>

**GitHub:**

<https://github.com/uNicin/Portfolio>

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### Academic History

**Federal Institute of Rio de Janeiro - IFRJ****Higher Certificate | Digital Games**

**Mar. 2019 - Feb. 2022**

For 3 years I studied how the process of developing and publishing a game works. Among the subjects studied are: Animation, Game Design (in which I specialize), Programming, Management, and others.

**ICOT College****General | English**

**Mar. 2022 - In progress**

Since March 2022, I came to Ireland to study and improve my english

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### Specializations

- Adobe Photoshop
- Adobe Premiere
- Blender
- Microsoft Excel
- Microsoft PowerPoint
- Microsoft Word
- Unity