

RAFAEL ALVES FAGUNDES

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Graduated in Visual Effects from the University of Hertfordshire, specializing in creating production-ready characters for VFX, Games, and Collectibles. Experienced in 3D modeling, digital sculpting, texturing, as well as lookdev, lighting, and rendering, delivering optimized characters ready for integration and animation, meeting the highest quality standards.



EXPERIENCE

JUNIOR 3D ARTIST (OPEN TO OPPORTUNITIES)

Junior 3D Generalist Artist seeking a first professional opportunity in the industry, with a strong focus on character creation. Background in Computer Graphics and Visual Effects for Film and TV, with ongoing development in anatomy, observational drawing, and modern character workflows. Experienced in creating believable human, animal, and creature characters, with attention to detail and visual consistency. Also open to contributing across other areas of the pipeline, including look development and grooming, adapting to project needs while continuing to grow in a collaborative production environment.

COMPETENCIES

SOFT SKILLS

Calm and patient in challenging situations; Excellent team player; Flexible and easily adaptable to unconventional work hours; Positive and optimistic attitude; Constantly seeking to develop skills; Self-taught;

HARD SKILLS

Modeling, Digital Sculpting, Retopology, UV Mapping, Texturing, Shading, Look Development, Lighting & Render

SOFTWARE & RESOURCES PROFICIENCY

Production

Maxon Zbrush, Autodesk Maya, Marvelous Designer, Zwrap, The Foundry Mari, SideFX Houdini, XYZ Vface, Shotgun

Renderer

Arnold, Vray, Renderman, Karma & USD

EDUCATION

BA (HONS) VFX FOR FILM AND TV

University of Hertfordshire

2019-2022

The course focuses on the use of advanced technology in computer animation and 3D compositing for live-action scenes. It emphasizes the creation of 3D content and design, preparing professionals to develop projects that combine hyper-realistic computer graphics and digital effects with film and digital cinema. The program covers areas such as fire simulation, particles, character creation, digital stunts, chroma key, and matte painting, all culminating in high-quality compositing.

ANIMATION, VFX, GAMES & VR

British School of Creative Arts

2019

A six month short course covered with base knowledge of audiovisual and computer graphics areas, with classes of 3D modeling, lighting and rendering in maya; Composition in Nuke; Video editing and special effects in Premiere and After Effects; Introduction to digital games and augmented reality.