



CURRICULUM VITAE

Personal Information

First name:	Hélder
Surname:	Pinto
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Nationality:	Portuguese
Date of birth:	20 May 1985
Gender:	Male
Marital Status:	Not married

Summary

As a Game Level Artist my specialty lay in having responsibility for the entire look and feel of game levels, while working closely with Art Director, Lighting artists, Texture Artists, and Level Designers.

After Designers work on the initial block-mesh, I am responsible for the game levels aesthetics, dressing the scene, modeling assets and texturing, tweaking materials / shaders as needed to help bring the scene together with understanding and consideration of texturing, particle effects and lighting. All this while keeping a close eye on gameplay and performance.

Work Experience

+4 years professional work experience. (2007 - Present)

+6 years modding experience with various game engines. (2001 - 2007)

Position held:
Name of employer:
Type of business:

Level Artist
Crytek GmbH, Frankfurt, Germany (www.crytek.com)
Games Industry

Date:
Main activities:

July 2009 – Present
As a Game Level Artist, I worked very closely with the Art Director on this project since its pre-production and was responsible for the artistic look, mood and feel of the environments; from set dressing, composition, all the way to lighting, shaders, materials, prop modeling and texturing; bringing the levels together from start to finish.
While always respecting the Level Designers vision (block-mesh) and keeping the gameplay in mind.

Projects:

Unannounced Title (PC, Xbox 360, Playstation3)
[Crysis 2](#) (PC, Xbox 360, Playstation3)

Position held:
Name of employer:
Type of business:

Level Artist / Level Designer
Seed-Studios, Portugal (<http://www.seed-studios.com/>)
Games Industry

Date:
Main activities:

August 2007 - June 2009
Sketching out the environments of the game from ground up till finalization.
My functions varied between Level Layout and Design, Scripting AI and game events, to environment art, level beautification and lighting, and being responsible for the overall look of all the levels in the game.

Responsible for the artistic look and design of all the levels in the game.
Modeling and texturing assets and props.

Projects:

[Under Siege](#). (Playstation3)

Aquatic Tales (Nintendo DS)

Position held:
Name of employer:
Type of business:

3D Artist

Dreamlab, Portugal (<http://dreamlab.pt>)

3D Architectural visualization

Date:
Main activities:

May 2007- July 2007

Responsible for creating 3D photo-realistic environments based upon architectural blueprints.

3D modeling, texturing, lightning and rendering.

Professional Education and Training

Title of qualification:
Name of institution:

European Level 3 / First professional degree -

Computing, Programming, Design.

Escola Profissional Bento Jesus Caraça - Porto (Portugal)

Date:
Subjects covered:

2004 - 2007

Operating Systems (Windows and Linux)

Programming

Hardware and Electronic

Network Administration

Database Management

Project Management and Presentation

Title of qualification:
Name of institution:

3D Artist

Formaconde (<http://www.formaconde.com/>)

Date:
Subjects covered:

Third semester 2007

3D Modeling and Animation

Personal Skills and Competences

General Skills:

- Level Art, Artistic Environment Composition and Level Design.
- Real-time assets for games (Modeling High Poly and Low Poly, texturing and materials / shaders.)
- Passion for creating and beautifying game environments.

Technical skills: (Software)

- Autodesk 3DStudio Max
- Autodesk Softimage
- Adobe Photoshop - Texturing and Digital Painting
- ZBrush - Digital Sculpting
- MudBox - Digital Sculpting

Technical skills : (Game Engines/Editors)

Max Payne 1/2 (MaxED)
Source Engine (Hammer)
IDTech4 (Radiant)
CryEngine2 (SandBox2)
CryEngine3 (SandBox3)

Specialties:

Level Art / Environment Art for Games

Hobbies:

Photography

Languages:

Portuguese (Mother tongue)
English (Fluent speaker and writer)