

Leonardo C. Braz da Cunha

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Portfolio URL: <http://leobraz.com>

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- OBJECTIVE:** To produce quality FX art and animation while working with a creative and inspiring team of Professional game developers
- QUALIFICATIONS:** Industry experience with game titles shipped
Next-gen console experience
Real-time game engine and editor proficiencies
Solid understanding of art production pipeline
- SOFTWARE SKILLS:** Maya, 3DS MAX, Unreal 3.0/UDK, GameBryo, Photoshop, Mudbox, Crazybump, Perforce, Gimme, SVN, Confluence, Jira, Test Track Pro, Microsoft Office
- RELATED EXPERIENCE:**
- FX Artist**, Dec 2010 to present
Paragon Studios - NC Soft, Mountain View, CA
Shipped two expansions for CITY OF HEROES: FREEDOM and ISSUE 22
Created Character and environment VFX as well as 3D prop modeling support
Facilitated color customization options for new player powers and costume parts
Collaborated with designers to visualize gameplay concepts and stories
Worked closely with Animators to assemble powers and emotes
Regularly followed a tight schedule for micro-transaction deliveries
- FX Artist**, June 2010 to November 2010
Junction Point Studios - Disney Interactive, Austin, TX
Developed environmental and interactive effects for Disney's EPIC MICKEY
- FX Artist**, March 2010 to June 2010
Spiral Game Studios, Chicago, IL
Created environment and weapon particle effects for ORION: PRELUDE, a UDK mod game
- 3D Artist**, January 2008 to May 2009
Santa Cruz Games, Santa Cruz, CA
Modeled 3D character, vehicle, and environment art assets of varied styles
Optimized 3D Film character assets and textures for game use
Collaborated with programmers to develop art pipeline and tools
Created art assets for 5 unique IP's:
SPONGEBOB AND THE NICKTOONS GRAVJET RACING – XBLA
TINKERBELL AND THE LOST TREASURE – TV Plug and Play
TOMB RAIDER: UNDERWORLD – Nintendo DS
SPIDER-MAN VS. THE MASTER PLANNER – TV Plug and Play
STAR WARS: CLONE WARS – TV Plug and Play
- Art Intern**, June 2007 to September 2007
Cryptic Studios, Los Gatos, CA
Assisted Environment Art team in creating and modifying assets
Used proprietary software for level layout using modular assets
Collected reference material for outsource objects
Made concept designs for outsource objects lacking world reference
- EDUCATION:** Received a Bachelor of Fine Arts Degree in Animation/Illustration
San Jose State University, San Jose, CA Date of graduation: May 26, 2007

References available upon request