

Leonardo C. Braz da Cunha

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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, Unreal 3.0, UDK, GameBryo, Photoshop, Mudbox, Crazybump, Tilekiller, Test Track Pro, Perforce, Gimme, Tortoise SVN, Confluence, Jira, Overlord, After Effects, Premier, Microsoft Office, HTML
- RELATED EXPERIENCE:**
- FX Artist**, June 2010 to present
Junction Point Studios/Disney Interactive, Austin, TX
Creating environment particle effects for EPIC MICKEY
- FX Artist**, March 2010 to present
Spiral Game Studios, Chicago, IL
Consulting the ORION: PRELUDE mod team, an fps game using UDK
Created various environment and weapon particle effects
- 3D Artist**, January 2008 to May 2009
Santa Cruz Games, Santa Cruz, CA
Created 3D character, vehicle, and environment art assets of varied styles, often with strict memory limits and poly counts
Optimized 3D Film character models and textures for game use
Used proprietary tools and software
Collaborated with programmers to develop and refine asset creation pipeline and tools
Used tracking software to resolve game bugs
Created art assets for 5 unique IP's:
- SPONGEBOB AND THE NICKTOONS GRAVJET RACING – Xbox Live Arcade
 - 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 and to create unique materials
 - Developed custom UI icons for the CITY OF HEROES VOL 11 expansion
 - 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