

# Curriculum Vitae

## Personal information

First name(s) / Surname(s) **João Filipe Sapiro Vaz Josué**  
Address Lisboa (Portugal)  
E-mail(s) joao.joshua@gmail.com  
Nationality Portuguesa  
Date of birth 29 Sep 87  
Gender Male

**Desired employment / Occupational field** **3D Organic/Inorganic Artist ( Characters /weapons /props /vehicles )**

## Work experience

|                                      |   |
|--------------------------------------|---|
| <b>Dates</b>                         | <b>1 Jan 12 →</b>   |
| Occupation or position held          | Contract 3D Character Artist  |
| Main activities and responsibilities | Responsible for making characters for several games , namely :<br><br>Irrational Games ( <b>Bioshock Infinite</b> )<br><br>Firafix ( <b>x-Com Enemy unknown</b> )           |
| Name and address of employer         | Exis Int<br>(United States)   |
| Type of business or sector           | 3d Art Outsource  |
| <b>Dates</b>                         | <b>1 Jan 11 - 1 Sep 12</b>  |
| Occupation or position held          | Contract 3D Character/weapon/Prop Artist  |
| Main activities and responsibilities | Worked on several projects as a character/weapon/prop/ artist , namely :<br><br><b>Halo4</b> (343 industries )<br><b>MassEffect3</b> ( Bioware )<br><b>FireFall</b> (Red5 ) |
| Name and address of employer         | Liquid Development<br>(United States)   |
| Type of business or sector           | 3D Art outsource  |
| <b>Dates</b>                         | <b>1 Sep 09 - 1 May 10</b>  |
| Occupation or position held          | Contract 3D Character/weapon/prop/vehicle Artist  |
| Main activities and responsibilities | I was responsible by the creation of characters and various prop work , vehicles and weapons for <b>F.E.A.R 3</b>   |
| Name and address of employer         | Exis Int<br>(United States)   |
| Type of business or sector           | 3D Art Outsource  |

|                                      |  |
|--------------------------------------|--|
| <b>Dates</b>                         | <b>1 Sep 08 - 3 Mar 10</b>   |
| Occupation or position held          | Contract 3D Character/Prop Artist  |
| Main activities and responsibilities | Was responsible for highpoly/ lowpoly , texture work on various projects , namely :<br><br><b>Brink</b> ( Splash Damage )<br><b>Heroes Of Telara</b> ( Trion )   |
| Name and address of employer         | 3Point Studios<br>(London)   |
| Type of business or sector           | 3D Art Outsource   |
| <b>Dates</b>                         | <b>01 Sep 07 – 01 Jan 09</b>   |
| Occupation or position held          | Contract Character/Prop/Effect artist.   |
| Main activities and responsibilities | Responsible for the creation of several characters and objectsfor the game <b>Darkest Of Days</b> following strict directions and concepts and making them clean and aesthetically pleasing with the game art direction.<br>Creating weapons to test engine ( <b>Marmoset</b> ) shaders and pipeline as spare time project.  |
| Name and address of employer         | 8MonkeyLabs<br>(United States)   |
| Type of business or sector           | VideoGame Studio   |
| <b>Dates</b>                         | <b>July 2008</b>   |
| Occupation or position held          | Teacher at a MasterClass at Oscillon School  |
| Main activities and responsibilities | Was contacted by Oscillon School to give a MasterClass about game art (modelling, texturing etc)   |
| Name and address of employer         | Oscillon School<br>(Spain)   |
| Type of business or sector           | 3D School  |
| <b>Dates</b>                         | <b>1 Jan 06 - 1 Feb 07</b>   |
| Occupation or position held          | Contract 3D Character/Prop Artist  |
| Main activities and responsibilities | Character / Prop artist.<br><br>- Responsible for the creation of character and inorganic art for various games, including clients such as :<br><br>Bethesda ( <b>fallout 3</b> )<br>Bioware ( <b>Dragon Age</b> )<br>Shiny entertainment/Sega ( <b>The Golden Compass Game</b> )<br>Wrigley ( <b>Wrigley Hoops</b> )<br><br>- All tasks required strict concept art following and one on one work with Art directors. |
| Name and address of employer         | Liquid Dev<br>(United States)  |
| Type of business or sector           | 3D Art Outsource   |
| <b>Dates</b>                         | <b>1 Jan 05 - 31 Dec 05</b>  |
| Occupation or position held          | Contract 3D Character Artist   |
| Main activities and responsibilities | Was Appointed with the creation of several lowpoly characters and their respective diffuses for indie game " <b>Skanderberg</b> " from Kacaaj interactive. Following historical data and clear concepts and references.  |
| Name and address of employer         | Exis Interactive<br>(United States)  |
| Type of business or sector           | 3D Art Outsource   |

## Education and training

**Dates** 1 Jan 08 - 1 Jan 10

Title of qualification awarded National Vocational Qualification Level 2 : cinema and post production Professional

Principal subjects / occupational skills covered I studied movie production ( production , directing and post production , compositioning , lightning, sound )

Name and type of organisation providing education and training Trazos (Technical College)  
Madrid (Spain)

## Personal skills and competences

Other language(s)

Self-assessment  
*European level (\*)*

**English**

**Spanish / Castilian**

**French**

| Understanding |                  |         |                  | Speaking           |                  |                   |                  | Writing |                  |
|---------------|------------------|---------|------------------|--------------------|------------------|-------------------|------------------|---------|------------------|
| Listening     |                  | Reading |                  | Spoken interaction |                  | Spoken production |                  |         |                  |
| C2            | Proficient user  | C2      | Proficient user  | C2                 | Proficient user  | C2                | Proficient user  | C1      | Proficient user  |
| C1            | Proficient user  | C1      | Proficient user  | C1                 | Proficient user  | C1                | Proficient user  | B2      | Independent user |
| B1            | Independent user | B2      | Independent user | B1                 | Independent user | B1                | Independent user | A2      | Basic User       |

(\*) [Common European Framework of Reference \(CEF\) level](#)

Social skills and competences -Ability to communicate and function well in a team environment

- Good communication and interpretation skills gained through my work with multicultural clients

Organisational skills and competences -Good ability to listen and take criticism to make my work better.

-Always looking for new and/or faster ways to accomplish objectives.

-Will help others that seek help with goodwill.

Technical skills and competences Good ability to follow concepts with minimum input from Art Director or Art Lead  
Good ability to give and receive criticism on my work or other artist.

Computer skills and competences Adobe Photoshop  
Autodesk 3D Studio Max / Maya / Mudbox  
Marmoset Toolbag  
UDK  
Xnormal

Artistic skills and competences Drawing  
Painting

Driving licence(s) B

## Additional information

I take contract work only, but i can also give consulting services for pipeline improvement on studios. I can also teach MasterClasses or give Workshops .