



João Kalva

3D Artist

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English



Portuguese



French



German



About me

I am a 20 year old passionate 3D hard-surface and environment artist. I am always seeking to learn new techniques and softwares to improve the outcome of my work.

I like to going beyond what's expected of me and take leadership.



Education

**TECPUC - Informatic
Technical High School
(Curitiba, Brazil)**
2013 - 2017

**UFPR - Graphical
Expression Degree
(Curitiba, Brazil)**
2018



Work Experience

**GoEPIK - Lead
Artist (VR Serious
Games)**
Feb/2019 - Currently

**COC Araucária - 2D
Graphics designer and
video editor**
Jun/2017 - Dec/2017

Interata - Web designer
Aug/2014 - Oct/2014



Hard Skills



3D Modeling

5+ years, professional experience in hard-surface modeling (Blender). Fast-paced, precision modeling, AAA workflow familiarization, experience with Unity3D.



2D

Strong working knowledge in Photoshop, design principles and art fundamentals.



Texturing

Professional experience for realtime (Substance Painter, Substance Designer), advanced knowledge of PBR, shading and texture maps.



Other skills

Git, Scrum/Agile, VR, Unreal Engine, basic ZBrush, Houdini, rigging, animation and Python.