

RUI RELA

(Rui Claudio Gamito Zenha Rel)

3D Artist

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OBJECTIVE

To work as a **3D Artist** in the video game or animation industry.

EDUCATION

Carnegie Mellon University, Pittsburgh PA, USA 2013 - 2015

University of Madeira, Funchal, Portugal

Masters of Entertainment Technology

University of Madeira, Funchal, Portugal 2010 - 2013

Bachelor of Multimedia Design

Tallinn University of Technology, Tallinn, Estonia 2012

New Media: Experimental Interaction Design Summer School Project

EXPERIENCE

CrossingAnswers, Coimbra, Portugal, Spring 2015

3D Artist

- Architecture for real time visualization using Unreal Engine and Oculus Rift (Development Kit 2). Responsible for the creation of a 3D apartment including furniture, lighting, textures, materials, blueprints for interactive objects and other assets.
- Mobile Game Development. Responsible for the UI and some 2D Assets.

Firecrest Capstone Project, University of Madeira, Fall 2014

3D Artist & Video Editor

- Semester long project with the Civil Protection as the client.
- Modeled all the 3D assets in the animation including the Main Character, the Backpack, the Luggage and others.
- Responsible for all the Masking, Motion Tracking and Video Editing.
- Project website: firecrest.m-iti.org

SKILLS

Software

- Autodesk 3ds Max
- Unreal Engine
- Unity3D
- Pixologic Zbrush
- Adobe Photoshop
- Adobe After Effects
- Adobe Flash
- Keyshot5

Hardware

- Oculus Rift
- Kinect
- 3D Printer
- PS Move
- Makey Makey
- Arduino
- Nintendo Wii

AWARDS

"The Last Egg" Finalist, Indiecade 2014

3D Artist & Game Designer

- Competitive digital playground game using the PlayStation Move to transfer the egg (white light) between teammates.
- Project website: <http://mjlst89.wix.com/thelastegg>

Languages

- Portuguese (Native)
- English (Fluent)
- French (Basic)
- Mandarin (Basic)
- Slovenian (Basic)