

## Leonardo C. Braz da Cunha

1008 Jones Ct  
Redwood City, CA 94063  
(831) 588-4304  
Portfolio URL: <http://leobraz.com>  
Contact: [leo@leobraz.com](mailto:leo@leobraz.com)

**OBJECTIVE:** To produce quality Visual Effects animation while working with a creative and inspiring team of professional game developers

**QUALIFICATIONS:** Industry experience with many shipped titles  
Real-time game engine particle and materials experience  
Experience with Agile development techniques  
Quick to master proprietary systems

**SOFTWARE SKILLS:** Maya, 3DS MAX, Houdini, Unreal 3.0/UDK, GameBryo, Photoshop, Crazybump, Perforce, SVN, Confluence, Jira, Rally, Test Track Pro, Ultra Edit, Microsoft Visual Studio and Office

**RELATED EXPERIENCE:** **FX Artist**, January 2015 to current  
Crystal Dynamics, Redwood City, CA  
VFX for RISE OF THE TOMB RAIDER and subsequent DLC

**FX Artist**, November 2012 to January 2015  
Gazillion Entertainment, San Mateo, CA  
Developed super-power VFX for MARVEL HEROES  
Utilized real-time materials and particle systems  
Optimized particles to enhance run time performance  
Developed VFX for destructible props and mission events  
3D modeled assets associated with physics engine and particle events  
Scripted particle events in UnrealScript

**FX Artist**, September 2013 to December 2013  
USC Games, Los Angeles, CA  
Assisted student production with stylized VFX for THE MAESTROS

**FX Artist**, December 2010 to October 2012  
Paragon Studios - NC Soft, Mountain View, CA  
Shipped three expansions for CITY OF HEROES: FREEDOM, ISSUE 22 and 23  
Created Character and environment effects as well as 3D prop modeling support  
Authored and Implemented VFX with a proprietary scripting system  
Utilized geometry assets to enhance particle systems  
Facilitated a wide range of customization options for 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  
Received media training and participated in direct communication with player base through web forums, events and video streams

**FX Artist**, June 2010 to November 2010

Junction Point Studios - Disney Interactive, Austin, TX

Developed environmental and interactive effects for Disney's EPIC MICKEY

Collaborated with Designers to populate world FX

Utilized geometry assets to enhance particle systems

Cut apart and animated breaking geo objects to simulate physics

Maintained a strict budget on particle systems and textures

**FX Artist**, March 2010 to June 2010

Spiral Game Studios, Chicago, IL

Created environment and weapon particles for the UDK mod ORION: PRELUDE

Worked remotely and attended frequent Skype conference meetings

**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

Utilized Agile development techniques (scrum)

**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:**

Bachelor of Fine Arts Degree in Animation/Illustration

San Jose State University, San Jose, CA

Date of graduation: May 26, 2007

**REFERENCES:**

Personal references available upon request. See Linked-In profile for recommendations

<http://www.linkedin.com/in/leobraz>