Leonardo C. Braz da Cunha	**Portfolio URL: http://leobraz.com**

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

QUALIFICATIONS:
14 years Industry experience with many shipped titles
Real-time game engine particle and materials experience
Familiar with Agile development techniques
Adaptable and quick to master proprietary systems

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

RELATED EXPERIENCE:
Lead FX Artist, March 2021 to current
Senior FX Artist, October 2016 to March 2021
FX Artist, January 2015 to October 2016
Crystal Dynamics, Redwood City, CA
  Directed cinematics, outsource, and gameplay VFX artists while generating content for MARVEL'S AVENGERS: WAR FOR WAKANDA dlc pack
  Created environment, gameplay, character and cinematic VFX for:
    MARVEL'S AVENGERS
    SHADOW OF THE TOMB RAIDER
    RISE OF THE TOMB RAIDER and its subsequent DLC
  Assisted in training new hires to quickly become productive members of the team
  Simulated fluid dynamics for use in animated flipbook textures

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 and advised student production of 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
  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: BFA Degree in Animation and 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