





MATHEUS UBAID DE ALMEIDA

3D MODELER

CONTACT

-  726-465-4182
-  matheusubaid.almeida@gmail.com
-  artstation.com/matheusubaid
-  San Antonio, TX

SOFTWARES

Autodesk Maya

Maxon ZBrush

Marmoset Toolbag

Adobe Substance 3D Painter

Unreal Engine 5

Unity

Adobe Photoshop

SKILLS

Self Motivated

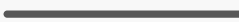
Ability to accept and provide feedback

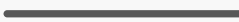
Solid communication and teamwork skills


Deep understanding of Industry Pipeline Workflow

Strong Problem-solving and critical thinking abilities

LANGUAGES

English 

Portuguese (native) 

Spanish 

PROFILE

Enthusiastic and motivated 3D artist with a strong passion for environment art, eager to leverage skills in Autodesk Maya, ZBrush, Substance Painter, Unreal Engine, and Unity in a collaborative game studio setting. Adept at communicating effectively within teams and embracing constructive feedback to enhance creative projects. Committed to continuous learning and growth, ready to contribute innovative ideas and artistic vision to exciting game development projects.

EDUCATION

3D Animation and Game-Design BFA (Modeling concentration)

University of The Incarnate Word

2023-Present

Relevant Coursework:

- 3D Modeling and Texturing:** Hands-on experience with hard surface and organic modeling, creating production-ready models in Autodesk Maya, ZBrush, and Substance Painter, alongside Adobe Photoshop.
- Game Engine Implementation:** Proficient in Unreal Engine, including the implementation of 3D assets using N/A/ORM/E material maps.
- Stylized Asset Creation:** Developed skills in modeling and texturing stylized character and environment prop assets.
- PBR Workflow Expertise:** Comprehensive understanding of the PBR workflow, from initial stubbing to optimizing high-poly models using baking, floaters, decals, and retopology for efficient, production-ready low-poly assets.

DEAN'S HONORS LIST

UIW Dean's List 2023-2024

3.9 GPA as of Freshman Year

Habitat For Humanity Volunteer

Habitat for Humanity San Antonio.
October 2023

Contributed to building homes for families in need, actively participating in all stages of construction, including framing and painting. Collaborated effectively with diverse teams of volunteers, enhancing strong communication and teamwork skills while fostering a supportive community atmosphere. Developed hands-on skills in construction and project management, making a meaningful impact on the lives of new homeowners.

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TO WHOM IT MAY CONCERN,

I am writing to express my enthusiastic interest in the 3D Environment Artist Internship at Epic Games. With a strong foundation in 3D modeling, texturing, and game engine implementation, as well as a passion for creating visually compelling assets, I am excited about the opportunity to contribute to Epic's innovative projects and further develop my skills in a world-class environment.

Throughout my experience, I have worked extensively with Autodesk Maya, ZBrush, Substance Painter, and Adobe Photoshop, honing my ability to create both hard surface and organic models that are production-ready. I have also developed a keen eye for detail in stylized asset creation, particularly in modeling and texturing environment props and characters. My expertise in the PBR workflow, including baking, floaters, decals, and retopology, ensures that I can optimize high-poly models for efficient low-poly production without compromising quality.

In addition, I am proficient in Unreal Engine, where I have implemented 3D assets using N/A/ORM/E material maps, ensuring seamless integration and performance in-game environments. I am eager to leverage these skills in a collaborative setting, contributing to Epic Games' cutting-edge projects while gaining valuable experience in the gaming industry.

I am particularly drawn to Epic Games because of its reputation for pushing the boundaries of interactive experiences and fostering innovation. I would love the chance to work with and learn from the talented teams that have set industry standards with titles like Fortnite and Unreal Engine itself. I am confident that my skills, passion, and enthusiasm make me a strong fit for this internship, and I look forward to the possibility of contributing to your creative projects.

Thank you for considering my application. I would welcome the opportunity to further discuss how my background aligns with Epic Games' needs. I am available at your convenience for an interview and can be reached at 726-465-4182 or matheusubaid.almeida@gmail.com.

Sincerely,

SINCERELY,

MATHEUS UBAID DE ALMEIDA
