

# ADAYAS GALVÃO ENVIRONMENT ARTIST / MATERIALS ARTIST



HI I'M ADAYAS! ADAYASCONTACT@GMAIL.COM

I'M AN ENTHUSIASTIC GAME INDUSTRY PROFESSIONAL WITH SOLID EXPERIENCE IN GAME MATERIAL CREATION AND ASSET DEVELOPMENT. MY PASSION FOR GAMES HAS LED ME TO BECOME INTENSELY INVOLVED IN PROJECTS

## **EXPERIENCE**

2020 GAME



SWITCH.

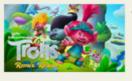
ENVIRONMENT / 3D ARTIST





AT LUPITA, I JOINED THE SECOND SEASON OF ANIMATION, CONTRIBUTING AS A CRE-ATOR OF ASSETS, MATERIALS AND SET DESIGN FOR EACH EPISODE.

AT KUKOOS, HE EVOLVES FROM CREATING MATERIALS TO BEING RESPONSIBLE FOR CREATING ASSETS AND SET DESIGNING SCENARIOS. I PARTICIPATED FROM THE BEGIN-NING OF THE PROJECT TO THE PORTING TO PC, PLAYSTATION, XBOX AND NINTENDO



#### LEAD ENVIRONMENT ARTIST

AT TROLLS, I ACTED AS LEADER OF THE SET DESIGN TEAM, BRINGING SOLUTIONS AND FEEDBACK TO ENSURE A SUPERIOR RESULT. I COLLABORATED IN THE ART PLANNING FOR ENVIRONMENTS, WORKING TOGETHER WITH THE TEAM AND THE ART DIRECTOR TO CREATE TECHNICAL SOLUTIONS THAT OPTIMIZED PERFORMANCE AND VISUAL QUALITY.

# **EDUCATION**

I STARTED SELF-TAUGHT BY BUYING COURSES ONLINE

FROM EXPERIENCED ARTISTS IN THE MARKET AND UNTIL

TODAY I ALWAYS CONTINUE STUDYING ON MY OWN PER-

SONAL PROJECTS

Ps

### ONLINE TRAINING

CREATING COMPLEX VEGETATION & FOLIAGE FOR GAMES GNOMON

**SKILLS** 

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