

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.

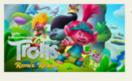
ENVIRONMENT / 3D ARTIST





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

1