



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



KUKOOS LOST PETS

2020 GAME

ENVIRONMENT / 3D ARTIST

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



LUPITA

2021 ANIMATION

ENVIRONMENT / 3D ARTIST

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



TROLLS REMIX RESCUE

2023 GAME

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

SELF TAUGHT

2019 - DATE

I STARTED SELF-TAUGHT BY BUYING COURSES ONLINE FROM EXPERIENCED ARTISTS IN THE MARKET AND UNTIL TODAY I ALWAYS CONTINUE STUDYING ON MY OWN PERSONAL PROJECTS

ONLINE TRAINING

CREATING COMPLEX VEGETATION & FOLIAGE FOR GAMES
GNOMON

SKILLS

