

Paulo Da Silva

DIGITAL ARTIST

Montreal, QC

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I am digital artist who recently graduated in 3D Modeling Animation Art & Design program from CDI College.

My goal is to land a modeling career in the video game, movie or television industry to further increase my knowledge and experience in the computer graphic field.

Ultimately, I would like to participate in the creation of a video game and also make my own.

Experience

3D Generalist (3 month Internship)

Montreal, QC
Jun 2012 - Aug 2012

iTrix Media

I was part of the creative team whose main objective is to take existing content from ads provided by the client and adapt it to recreate an ad that would display autostereoscopic elements in it.

We could also create the entire ad at the client's discretion.

Education

CDI College

As a student in the Digital Art domain, we learned a variety of skills in multiple visual aspects like, traditional art, sculpture, 2d and 3d animation, modeling, texturing, lighting, rendering, level design and composition.

Software

Here are the software that I have learned during my formation:
Maya, Photoshop, zBrush, Unreal Development Kit, After Effects and 3D Unfold.

During my internship, I also learned to use 3ds Max among other software used for autostereoscopic televisions.

Personal Project and Interest

I created and modified several board games with a colleague. We designed the pieces, regulations and combat mechanics. And then we reajusted them after the first play test.

I also created a modified version of the video game Command & Conquer Red Alert 2.

My interest are video games, board games, role playing games, card games, puzzles, fantasy movies, cartoons, comic book, visual art, and cooking.