

Rui Trindade

3D Artist & Animator

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↔ ruitrindade.com



Education

Masters of Entertainment Technology, *May 2015*

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh PA, USA

University of Madeira, Madeira Interactive Technologies Institute, Funchal, Portugal

Bachelor in Interactive Media Design, *June 2013. University of Madeira, Funchal, Portugal*



Experience

Research Assistant / 2D & 3D Content Creator, *Nov. 2015 - Nov. 2018. M-ITI, Funchal, Portugal*

Research assistant in project 'Beanstalk', in partnership with AP Madeira. Consists in the creation of a platform to keep track of the flow of visitors in the island, along with a location based storytelling experience. Currently working in the latter, part of a development team creating location-based and VR stories in smartphones and tablets.

3D Designer @ Future Fabulators, *Summer 2014. M-ITI, Funchal, Portugal*

Summer internship that consisted in the creation of an interactive VR experience for Google Cardboard. Created and textured low-poly 3D environments, buildings and objects for mobile platforms.



Academic Projects

"Levada Story" by Team Firecrest, *Fall 2014. University of Madeira, Funchal, Portugal*

Campaign created for the Civil Protection of Madeira to raise awareness about accidents in pedestrian footpaths. Included a 3D animated short, videogame, pamphlet and website. My roles included supervising the modeling of a 3D character, rigging and animating it. Was also sound designer.

"Planet Voltage" by Team FuseBox, *Spring 2014. University of Madeira, Funchal, Portugal*

Story-driven interactive experience created for the Electricity Museum in Funchal. Included 3 mini-games targeted at younger audiences, with the focus on energy consumption habits. My roles included modeling, texturing and rigging 3D characters. Was also sound designer and music composer.

Building Virtual Worlds, *Fall 2013. Entertainment Technology Center, Pittsburgh*

3D Design and Multimedia Animation, *2012. University of Madeira, Funchal, Portugal*



Awards

1st Prize, Madeira Film Festival, *2013. Funchal, Portugal*

Creative short film contest whose theme revolved around Madeira island and one of its endemic bird species. Applied with a 2D animation made jointly with a fellow University of Madeira student.



Skills

3D: Autodesk Maya, 3ds Max, V-Ray

Design: Illustrator, Photoshop, After Effects

Sound editing: Audacity, FL Studio

Techniques: Motion tracking, NPR, Photogrammetry