Rui Trindade
Designer & 3D Artist

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Experience

Research Assistant / 2D & 3D Designer, *Nov. 2015 - Present.* M-ITI, Funchal, Portugal
Part of a development team creating location-based stories and AR/VR experiences. I worked on 2 projects: 'Fragments of Laura' (virtual city tour) and 'Memories of Carvalhal's Palace' (virtual museum tour).

Freelance 3D artist (rigging), *Winter 2016.* Construct Studio

3D Designer at "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.

Education

Masters of Entertainment Technology, *May 2015*
Carnegie Mellon University, Entertainment Technology Center, Pittsburgh PA, EUA
Universidade da Madeira, Madeira Interactive Technologies Institute, Funchal, Portugal

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

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. Supervised the modeling of a 3D character, rigged and animated it. Was also sound designer.

"Planet Voltage" by Team FuseBox, *Spring 2014.* University of Madeira, Funchal, Portugal
Interactive experience created for the Electricity Museum of Funchal. Targeted at younger audiences, focusing on energy consumption habits. Modelled, textured and rigged 3D characters, and was also sound designer.

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

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

Awards

1st Prize, Short film "Growing Up", Madeira Film Festival, *2013.* Funchal, Portugal

2nd Prize, Photography Contest "Madeira in the Wild", *2019.* Portugal

Skills

3D: Autodesk Maya, 3ds Max, Arnold, V-Ray
Design: Illustrator, Photoshop, After Effects
Sound editing: Audacity, FL Studio
Techniques: *Motion tracking,* NPR, Photogrammetry