



# VITOR SOUZA

## Languages

Portuguese

English

German

Country: Brazil

## Contact

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## Profile

Senior 3D Generalist with 15 years of experience developing highly complex assets for entertainment, simulation, and architecture. Specialist in 3ds Max, V-Ray, and Unreal Engine pipelines, with a solid track record in international projects. Focus on optimizing workflows and delivering high-impact visual and technical results.

## Academic Training

Bachelor's Degree in Digital Media Design (2011 - 2017) PUC-Rio | Emphasis on Entrepreneurship and Immersive Technologies (AR/VR).

MBA in Digital Business (Ongoing) USP Institution | Focus on market strategies and technological innovation.

### Specializations and Certifications (Top 5)

Unreal Engine 5: state-of-the-art visual projects and resources (2023)  
Focus on particle systems, hyper-realistic lighting and technical integration.

Virtual Reality (VR) Application Creation (2019)  
Development of immersive applications and interactive functionalities.

Cinema 4D: motion graphics and effects (2021)  
Advanced simulation and animation techniques for advertising and film.

Hybrid Marketing and Digital Strategy (2020)  
Media management, brand positioning and conversion on digital platforms. Technical Training in 3D Design (2010 - 2011)  
Seven Games | Fundamentals of Maya, Unity 3D and asset pipeline.

## Skills

Photoshop ●●●●●●●●  
Adobe Premiere ●●●●●●●●  
3D max ●●●●●●●●  
Unreal ●●●●●●  
Unity ●●●●●

## Professional Experience

DT3 / Kaber | Senior 3D Modeler & Animator (2025)

Technical leadership in modeling, texturing, and photorealistic rendering of products (Gamer and Office lines).

Development of animation pipelines and real-time visualization using 3ds Max and Unreal Engine, focused on high-performance digital catalogs.

Sebrae-CE | Game Design & Business Consultant (2024)

Strategic consulting for game startups through the DEVELOPERS Program.

Technical evaluation of prototypes, optimization of projects in engines, and mentoring in marketing and monetization strategies for the game ecosystem.

Queer Utopia (Lisbon) | Senior 3D Modeler - VR (2023)

Creation of high-fidelity immersive environments for short films in Virtual Reality (Oculus Quest 2).

Responsible for the entire virtual scenography pipeline, from blocking to final optimization for mobile hardware.

Wala Walla Studio (Ukraine) | Environment Artist (2023)

Development of complex outdoor environments for a casual golf title (PC).

Responsible for the technical conversion and optimization of assets between VR and PC platforms, ensuring visual integrity and performance.

Sesc / Rock in Rio | 3D Specialist - Metaverse Project (2022)

Development of the immersive experience "Metaverso Rock in Rio Sesc-RJ".

Creation of interactive multi-user environments (Karaoke and Sports Complex), focusing on audience engagement and real-time performance.