



VITOR SOUZA

LANGUAGE	Basic	Advanced
English	● ● ● ● ● ● ● ●	
Germany	● ●	
Portuguese	● ● ● ● ● ● ● ● ● ●	

SKILLS

Photoshop	● ● ● ● ● ● ● ●
Adobe Premiere	● ● ● ● ● ●
Substance Painter	● ● ● ●
Autodesk Maya	● ● ●
Blender	● ●
3D max	● ● ● ● ● ● ● ● ● ●
Unity	● ● ● ● ● ●
Unreal	● ● ●
Z-Brush	● ●

EXPERIENCE

- **Queer Utopia (Lisbon)(2023)**
Immersive VR environment aimed at cinema, Queer Utopia is a short film made on Quest 2, I was the senior modeler for all virtual spaces
- **Walla Walla Studio (Ukraine)(2023)**
Game casual golf and specifically I was responsible for the external environment of at least 2 courses. PC game in addition to the environment was responsible for converting VR assets to PC.
- **Metaverse SESC ROCK IN RIO(2022)**
Immersive experience made in partnership with SESC-RJ, application was a virtual karaoke and multi-sports room.
- **FIS21/22-FISWEEK(2021/ 2022)**
This year I had the opportunity to work on a large project involving VR/AR. Released for Óculus Rift at an event called Fisweek, I modeled and textured an entire fictional town called Health City.
- **KIS21(2021)**
Kolmeya Innova Summit. Project made in partnership with Iniciativa FIS for the KIS21 event. The event was an online and live experience for innovation in the health area. My role in this project was the create the concept of map, art, texture, design and modeling 3D.
- **Be.Bo (2014-2015)**
3D intern at the Be.Bo company of the architect Bel Lobo and Bob Neri. I developed many skills in the 3D max program, work in group, interactivity in the office, dealing with deadlines, dates, integration between 3D max and other softwares, architectural plans and briefing.

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PROFILE

Experienced 3D and Industrial Designer with a focus on digital media, entrepreneurship, and 3D modeling. My main areas of interest include the intersection of technology and the arts. Driven by a passion for innovation, I have built a successful career as a technology professional with a strong foundation in design.

EDUCATION

- **Bachelor of Digital Media Design with Emphasis on Entrepreneurship (2011-2017).**
Pontifical Catholic University of Rio de Janeiro I have developed university projects using entrepreneurship, Design Tools and Methodologies, which is a strength asset as a professional. My final design project was based on AR / VR technology.
- **Creating Virtual Reality (VR)Apps (2019)**
Deep understanding and knowledge in AR / VR which enables me to make applications and features related to this technology.

Additional courses

- **Unreal Engine 5 (2023)**
How did I learn to improve techniques with blueprints, particles and hyperrealistic skills in 3D.
- **Hybrid marketing (2020)**
Digital Marketing experience with digital media, platforms and sales.
- **Cinema 4D (2021-2021)**
Object simulation and 3D animation techniques applied to videos, vignettes, cinema, short films and FX.
- **Seven Games (2010-2011)**
Concepts of three-dimensionality and software such as Autodesk Maya and Unity 3D.
- **Web design by Senai-Tijuca(2006-2007)**
Basics of web design and programming.