

Vitor Souza

Senior 3D Generalist & Environment Artist | Real-Time, XR, Simulation & Architecture

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PROFESSIONAL SUMMARY

Senior 3D Generalist with 15 years of experience (since 2010) developing high-complexity assets and environments for entertainment, gaming, VR, metaverse, product visualization, AI simulation, and architecture. Expert in the 3ds Max, V-Ray, and Unreal Engine 5 pipeline, from modeling and texturing to real-time optimization. Proven track record in international remote projects across Portugal, Ukraine, and Brazil, focused on workflow optimization and delivering high-impact visual and technical results.

TECHNICAL SKILLS & CORE COMPETENCIES

Modeling, Rendering & Animation: Autodesk 3ds Max, V-Ray, Maya, Cinema 4D (Motion Graphics & FX)
Real-Time & XR: Unreal Engine 5 (Blueprints, particle systems, hyper-realistic lighting), Unity 3D, Meta/Oculus Quest 2, VR/Mobile/PC optimization
Post-Production, Specialties & Strategy: Adobe Photoshop, Premiere, Environment Art, Virtual Scenography, AI Simulation Assets, Hybrid Marketing & Game Design

PROFESSIONAL EXPERIENCE

- AI Developer / 3D Environment Artist (AI Simulation) – Physicl.ai**2026
- Created 3D environments and vital spatial training data for robotic systems. Modeled interior environments with technical and dimensional precision to guide spatial navigation, delivering essential simulation assets for projects with Meta and Google DeepMind to establish the foundation for Physical AI.
- Senior 3D Modeler & Animator – DT3 / Kaber**2025
- Led 3D modeling, texturing, and photorealistic rendering for the Gamer and Office product lines. Developed real-time animation and visualization pipelines in 3ds Max and Unreal Engine, focusing on high-performance digital catalogs.
- Game Design & Business Consultant – Sebrae-CE (DEVELOPERS Program)**2024
- Provided strategic consulting for gaming startups through the DEVELOPERS Program. Evaluated prototypes, recommended engine performance optimizations, and mentored founders on marketing and monetization strategies within the games ecosystem.
- Senior 3D Modeler - VR – Queer Utopia (Lisbon, Portugal)**2023
- Built high-fidelity immersive VR environments for short films on Meta/Oculus Quest 2. Directed the end-to-end virtual scenography pipeline, from initial blackout to final optimization within strict mobile hardware constraints.
- Environment Artist – Wala Walla Studio (Ukraine)**2023
- Developed complex exterior environments for a casual PC golf game. Led the technical conversion and optimization of 3D assets across VR and PC platforms, ensuring maximum runtime performance and visual integrity.
- 3D Specialist - Metaverse – Sesc RJ / Rock in Rio**2022
- Developed the immersive "Rock in Rio Sesc-RJ Metaverse" experience. Created multi-user interactive environments (karaoke lounge and sports complex), optimized for high audience engagement and real-time performance.

EDUCATION

- MBA in Digital Business**In Progress
- USP (University of São Paulo) – Market strategies & technological innovation.
- B.A. in Digital Media Design**2011 – 2017
- PUC-Rio – Emphasis on Entrepreneurship and Immersive Tech (AR/VR).
- Technical Certificate in 3D Design**2010 – 2011
- Seven Games – Fundamentals of Maya, Unity 3D, and asset pipelines.

LANGUAGES

- Portuguese:**Native
- English:**Professional
- German:**Working Knowledge

SPECIALIZATIONS & CERTIFICATIONS

- Unreal Engine 5: Blueprints & High-End Visuals**2023
- Focus on particle systems, hyper-realistic lighting, and technical integration.
- Cinema 4D: Motion Graphics & FX**2021
- Advanced simulation and animation techniques for advertising and cinema.
- Hybrid Marketing & Digital Strategy**2020
- Media management, brand positioning, and conversion on digital platforms.
- Creating Virtual Reality (VR) Apps**2019
- Development of immersive applications and interactive functionalities.