



# Matheus Lima

GENERALISTA 3D

Hey, what's up? I'm Matheus, 3D generalist from Brazil, where I learned from an early age the art of balancing umbrellas and avoiding puddles of water on rainy days.

## About Me

### MY STORY

As a 3D Generalist, I apply my knowledge to face challenges and seek innovative solutions, always learning something new that I can add to my career.

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## Services

### WHAT I DO



3D sculpt and modeling



Mesh retopology



Basic rigging



Texture & lookdev



Game optimization



Lightning & Render

## Main Software Skills

### TOOL ABILITY

Blender



Maya



Zbrush



Substance painter



Unity



Photoshop & Illustrator



## Experience

### WORKING WITH



PLAYSTUDIOS

PRESENT

### Playstudios

3D generalist in a huge worldwide company that creates awesome casino, card and Tetris games for mobile.



STUDIO

2022-2024

### Lumus Studio

This is my freelancer studio, I create 3D characters and manage my projects for big companies around the world.



PUBLICIDADE

2014-2022

### Mark Design

Art director in a Brazilian big advertising company who gets most influents brands in the country.

## Education

### STUDIED AT

2014-2017 **RedZero Full Sail University**  
Graphic design

2017-2020 **Escola Saga**  
3D pipeline course

2015-2018 **Sculpt by Leticia Gillet**  
3D character sculpt

## Language Skills

### READING, WRITING AND SPEAKING



**Portuguese**  
Native



**English**  
Fluent



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