

Ricardo Gomes Vieira

Technical Artist / Generalist

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SUMMARY

Game developer and technical artist with a broad skill set, from technical art and animation to game design and real-time 3D for the web. Experience ranges from Ubisoft Massive to leading game development at Fabrique Fantastique, in roles from story writer to QA tester. Since 2024 I run my own studio: freelance animation and technical art, web-based 3D product configurators as co-founder of 3Dvera, my own games, and teaching game design. Passionate about storytelling and bringing imaginative worlds to life.

EXPERIENCE

Technical Artist / Generalist | Freelancer (Self-employed)

Studio Gomes, Antwerp - Belgium | May 2024 - present

- **3Dvera** - Co-founder & technical lead: web-based 3D CPQ configurators (three.js) and rule engine
  Clients: Boplan, Tideman (Rhino → glTF pipeline), Belisol, Knapen, Mulder Stalenerf
- **Merkato consultant** - CPQ Belgium: configurators for Boplan and Narviflex
- **V.O.L.T. Survivors** - MeepMeep Games: Unreal Engine 5 animation, rigging & retargeting
- **Plum Road Tea Dream** - Reveal Games: spirit guide
- **Win For Life Mascotte** - Nationale Loterij (via DAE Studios): rig, shading, animation, Unity HDRP
- **Language Hero** - Linguineo: Aife character (model, look dev, rig, animation, Unity)
- **Soulmade** - character work | **Like** - environment work for an art project
- **Lego car configurator demo** - Merkato group (via Sell It Easy), three.js
- **SpellGunner** - environment art (cancelled) | **Time (WIP)** - personal project

Game Design Teacher | Part-time

Beeldacademie Lier, Lier - Belgium | 2024 - present

- **Game design lessons** and a **game development workshop** (C#, Unity, 3D modeling)
- **Bottega** - lesson platform I built for my courses

Game Supervisor | Full-time

Fabrique Fantastique, Lier - Belgium | October 2020 - March 2024

- **Interstellar Ella: Maggie's Planet Guide** - PC & Mobile WebGL
- **Sir Mouse: Costume Party** - iOS & Android
- **Bim: Parkour** - iOS & Android WebGL
- **Sir Mouse: The Game** - PC & Mobile WebGL
- Set up the game development branch; led a team of 2-7 developers and artists

Unreal Engine Pipeline Researcher | Student Worker

Fabrique Fantastique, Lier - Belgium | July 2020 - September 2020

- **Researching Unreal Engine to create a pipeline for motion pictures and films.**

Technical Animator | Internship

Massive Entertainment - A Ubisoft Studio, Malmö - Sweden | February 2020 - June 2020

- **Tom Clancy's The Division 2: Warlords of New York** - PC & Consoles

EDUCATION

Bachelor's Degree:
Digital Arts & Entertainment - Game Graphics Production

Howest, Kortrijk - Belgium | 2016 - 2020

+ Additional module: Programming 1st semester - C++

SKILLS

Hard Skills

- **Game design**
- **Building systems**
- **Programming**
- **Tools**
- **3D modeling**
- **Texturing**
- **Shaders**
- **Rigging**
- **Animation**
- **VFX**
- **Real-time 3D for the web**
- **Product configurators (CPQ)**
- **Applying for grants (VAF)**
- **QA testing**
- **Basic story writing**
- **Teaching**

Soft Skills

- **Problem solving**
- **Managing a team**
- **Hiring**
- **Planning**
- **Client communication**

Languages

- **Dutch - native**
- **English - fluent**
- **Portuguese - basic**

Technical Skills

Game Engines:

- **Unity Engine**
- **Unreal Engine**
- **Snowdrop Engine**

Web & Real-time 3D:

- **three.js / WebGL**
- **glTF pipelines**

Programming:

- **C#**
- **Python**
- **JavaScript**
- **Unreal Engine Blueprints**

3D Software:

- **Maya**
- **Blender**
- **3DS Max**
- **Substance Painter**
- **Rhino**

2D Software:

- **Photoshop**
- **Illustrator**
- **InDesign**

Video Software:

- **Premiere Pro**
- **After Effects**