

Contact

São Paulo - Brazil
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Top Skills

3D Production
Otimização
Criação de scripts

Certifications

Lean Six Sigma: A Guide to Process Improvement
Math Essentials for Tech Art in Unreal Engine
Generative AI Mastery: Revolutionizing Game Development - HP & edX Verified Certificate
Introduction to Object Oriented Programming (OOP)
Object-Oriented Development Using the Python Language

Vinicius Premero

Technical Artist | Python | Generalist 3D Artist
Brazil

Summary

Technical Artist focused on tooling, real-time workflows and game-ready asset pipelines, bridging art and technology across DCCs and game engines. Skilled in developing tools, optimizing workflows and supporting artists through automation and technical problem-solving. Experience with organic and hard-surface modeling (ZBrush & Blender), polygonal modeling (Maya & Blender), low/high-poly baking workflows, UV mapping, hair creation for games, blend shapes, map extraction and texturing using Substance Painter. Strong understanding of graphics engine implementation, shader/material workflows and real-time asset integration. Familiar with Python scripting for Maya and Blender, procedural workflows and pipeline development for content creation tools.

- Python Tooling for Maya & Blender
- Workflow Optimization & Procedural Pipelines
- Modeling, Baking, UVs & Blend Shapes
- Hair for Games & Texturing Workflows
- Shader & Material Integration for Real-Time Engines
- Knowledge of Rigging & Animation Principles

Always open to learning new tools, workflows and production pipelines throughout my career.

Experience

Hand Talk by Sorenson
Technical Artist III
May 2024 - September 2025 (1 year 5 months)
Brazil

- Technical Leadership.
- Production Planning & Backlog Management.
- Advanced Rigging Systems (IK/FK)
- Character Loop Animations (Sign Language)
- Three.js Implementation
- Rendering & Texturing Pipelines

1518 Studios, Inc.

2 years

Senior 3D Artist

September 2023 - June 2024 (10 months)

Califórnia, Estados Unidos

Collaborative project with Quixel Megascans and Epic Games.

- Photogrammetry Cleanup & Refinement (ZBrush)
- Optimizations and LOD's (ZBrush and Unreal)
- Retopology & Mesh Optimization (Maya/ZBrush)
- Efficient UV Layout (Maya)
- High-Fidelity Map Baking (xNormal)
- PBR Texturing & Scan Calibration (Substance/Photoshop)
- Unreal Engine Asset Integration

Art QA

July 2022 - August 2023 (1 year 2 months)

Califórnia, Estados Unidos

Collaborative project with SnapInc.

- Augmented Reality (AR) Implementation
- Asset Optimization (Web)
- 3D Product Visualization (Commerce)
- Art Direction & Visual QA
- Real-time Lighting & LookDev
- glTF/GLB Optimization for Mobile
- Color Theory & Composition

Motion Logic Studios

3D Artist

June 2022 - October 2023 (1 year 5 months)

Orange, Califórnia, Estados Unidos

- Character & Prop Modeling
- PBR Texturing
- High-Fidelity Map Baking
- Real-time Rendering & LookDev
- Game Topology Optimization

Flux Games

3D Character Artist

August 2021 - June 2022 (11 months)

São Paulo, Brasil

Collaborative project with GameMill.

- Character Modeling & Refinement (Character Creator/Blender)
- Digital Garment Creation & Simulation (Marvelous Designer)
- Real-time Hair Grooming (Blender)
- Optimized UV Unwrapping (Blender)
- PBR Texturing (Substance Painter)
- Unity Asset Integration

Premero Productions

Freelancer

2018 - 2021 (3 years)

São Paulo, Brazil

- Pipeline Tooling (Python)
- Organic Sculpting & Anatomy (ZBrush)
- Hard Surface Modeling (Maya)
- Hair & Fur Grooming (Maya/Blender)
- Optimized UV Mapping
- PBR Texturing & Material Creation (Substance Suite)
- Real-time LookDev & Rendering (Marmoset Toolbag)

AL Corrimão

2D Technical Artist

January 2015 - January 2020 (5 years 1 month)

São Paulo, São Paulo

Photograph and create drawings of architectural projects.

Education

Universidade Anhembi Morumbi

Bachelor's degree, Game Designer · (2015 - 2019)

ICS - INNOVATION CREATIVE SPACE

Academic Specialization, 3D Modeling for Games - with Igor Catto · (June 2021 - January 2022)

Saga School of Art, Games and Animation

Technologist, GameDev · (2016 - 2018)

Cultura Inglesa

Inglês · (January 2007 - July 2014)

Senai São Paulo

Technologist, Technical Drawing in AutoCAD 2D · (2012 - 2013)