Rodrigo Borges
Texture | LookDev Artist

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About Me

My work revolves around non-destructive workflows and figuring out different ways of achieving realism in the shortest ammount of time. I have a passion for troubleshooting and understanding how the world works so I can better apply that knowledge in Texturing and Look Development.

As a teacher I strive to make sure my students have all the information they need in a pace that has a good balance between being comfortable and challenging.

Softwares

Mari	Maya
Photoshop	Zbrush
Substance painter	Houdini
Solaris	3DS Max
Katana	UV Layout
Arnold	Unreal Engine
Vray	Nuke
RenderMan	

Languages

Portuguese: Native

English: Fluent

Spanish: Basic

References

Justin Holt
Texture Art Director - Epic Games
Justinmholt@Gmail.com

Scott Thompson
Owner - Think Tank Training Centre
Scott@tttc.ca

Renato Eiras
Texture and LookDev Lead - Scanline
Renatoeiras.art@gmail.com

Work Experience

LOOKDEV INSTRUCTOR
(2022 - Present)

Think Tank Training Centre
-On campus instructor

FOUNDATION SUPERVISOR
(2021 - Present)

Think Tank Training Centre
-Supervisor for the online program

SENIOR SURFACING ARTIST
(2022 - Present)

Scanline VFX - Vancouver
-Feature Film: Black Adam
-Feature Film: Black Panther: Wakanda Forever
-TV Show: Shadow and Bone (Season 2)

SENIOR ASSETS ARTIST
(2021 - 2022)

Pixomondo - Toronto
-TV Show: Halo
-TV Show: Strange new Worlds
-TV Show: See

SENIOR SURFACING ARTIST
(2020 - 2021)

Rocket Science - Toronto
-TV Show: Halo
-TV Show: Locke & Key (Season 2)
-TV Show: Foundation

3D GENERALIST
(2017 - 2020)

Method Studios - Vancouver
-Feature Film: Babysitter`s guide to monster hunting
-Feature Film: Thunder Force
-TV Show: For all mankind
-TV Show: SnowPiercer
-Feature Film: Ford vs Ferrari
-Feature Film: Christmas Chronicles
-Feature Film: Ant man and The Wasp
-Feature Film: X-men: The new Mutants

3D GENERALIST
(2014 - 2015)

Fundação Planetario do Rio de Janeiro
-In charge of all 3D content for Full Dome productions and VR
-First Planetarium to produce its own Full dome content in Brazil

Education

DIPLOMA IN VISUAL EFFECTS
(2016 - 2017)

Think Tank Training Centre - CA
-Computer animation, Visual Effects and Game Design Program
-Textures and Lookdev Specialization

ASSOCIATES DEGREE IN GRAPHIC DESIGN
(2013 - 2016)

Universidade Veiga de Almeida - BR
-Program focused in Illustration, 3D Modeling and Digital Animation

TECHNICAL CERTIFICATE IN ELECTRONICS
(2007 - 2009)

Instituto de Tecnologia ORT - BR
-Electronics and Telecomunications technical Diploma