

Paul H. Paulino

Texture Artist

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SOFTWARE KNOWLEDGE

- MARI
- Vray
- NUKE
- Photoshop
- Zbrush
- UVLayout
- Maya
- Mudbox
- 3ds Max

RELATED WORK EXPERIENCE

August 2017 - Present

Texture Artist

Method Studios, Vancouver, BC, Canada

- Feature Film: *Godzilla II: King of Monsters* (2019)
- Feature Film: *Aquaman* (2018)

July 2015 - August 2017

3D Generalist

Scanline VFX, Vancouver, BC, Canada

- Feature Film: *Independence Day 2: Resurgence* (2016)
- Feature Film: *Miss Peregrine's Home for Peculiar Children* (2016)
- Feature Film: *Saban's Power Rangers* (2017)
- Feature Film: *Guardians of the Galaxy Vol. 2* (2017)
- Feature Film: *Justice League* (2017)
- Feature Film: *Black Panther* (2018)

July 2012 – December 2013

Generalist

D2r Studios, Belo Horizonte, Minas Gerais, Brazil

- Feature film: *O Segredo dos diamantes* (2014)
- Short Film: *Um ano novo danado de bom* (2014)

April 2011 – April 2012

Motion Graphics Designer

Record Minas TV, Belo Horizonte, Minas Gerais, Brazil

August 2009 – March 2011

Video Production/Editing Instructor/Motion Graphics Designer

PUC Minas University, Belo Horizonte, Minas Gerais, Brazil

EDUCATION

June 2014 – September 2015

*Computer Animation, VFX and Game Design Program
(Specialization in High Quality Texturing/Modeling for Films)*

Think Tank Training Centre, Vancouver, BC, Canada

April 2013 – April 2014

Foundation & Design Program (3 Terms)

CGMA - Computer Graphics Master Academy Online

January 2009 – January 2013

Bachelor in Social Communication / Advertising

PUC Minas University, Belo Horizonte, MG, Brazil

REFERENCES

Justin Holt - Texture Supervisor @ Method Studios - justinholt@gmail.com

Matt Novak – Lead 3D Generalist @ Scanline VFX - 2novakm@gmail.com

Scott Thompson – Owner, Think Tank Training Centre - scott@ttc.ca

