Jéssica Carriço

3D Artist; Animator; Artisan

✉ jessicamccarrico@gmail.com

🌐 portfolio.jmcc.art

📍 Amsterdam, Netherlands

EDUCATION

Digital Game Design
Polytechnic Institute of Bragança
📅 2015-2018

Game Development Studies
Kajaani University of Applied Sciences
📅 2017

EXPERIENCE

Freelance Artist
Fiverr; Upwork
📅 2017-Ongoing
Online market place for freelance services
-2D and 3D Animation
-Rigging and Skinning
-3D Modeling

Artisan
Fluffs&Crafts
📅 2021-Ongoing
Maker of crochet, knitting, sewing and embroidery products

General Artist - CoArt
Polytechnical Institute of Bragança
📅 2019-2020
Educational game
-Concept Art
-3D Modeling
-Rigging and Skinning

General Artist - Chocalhar Podence
Polytechnical Institute of Bragança
📅 2019
Multimedia project (Videogame, Interactive table, Audioguide)
-2D and 3D art: Concept, modeling, texturing, animation, MoCap
-Crochet rendering of character
-Audioguide narration

PROJECTS

Cowbots
📅 2017
3D shooter
-Lead Artist, 3D Modeler, Rigger, 3D Animator

Vi Ana
📅 2018
Educational game
-3D Modeler, Rigger, 2D and 3D Animator

SOFTWARE

SKILLS

2D and 3D Animation

3D Modeling

Rigging and Skinning

LANGUAGES

Portuguese
Native

English
C2 Proficiency

French
Intermediate

Spanish
Beginner

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- Overall knowledge of the process of game creation and good comprehension of pipelines.

- Understanding of:

  - Game design and game theory;

  - Concept art and storyboarting;

  - Basics of programming;

  - Motion design and videography;

  - Game engines;

  - Physics;

  - Story writing, world building and character creation.

- Experience as a Lead Artist.

- Experience with state machines and motion trees in Unreal Engine 4.

- Experience doing 3D photoscanning.

- Experience setting up a MotionCapture stage, camera calibration and actor markerset placement.

- Experience capturing motion performances and subsequent treatment of MoCap data in MotionBuilder.

- Knowledge of crafts such as knitting, crochet, sewing and embroidery, and experience giving form to characters in those artforms.

  - Experience giving voice to an audioguide.

  - Good adaptability to new software.

  - Experience working on other people's projects and interpreting others' visions.

  - Self-critical, always trying to improve.

  - Good team mate, positive and eager to help and learn.