

Jessica Carriço

3D Artist; Animator; Artisan

✉ jessicamccarrico@gmail.com

🌐 portfolio.jmcc.art

📍 Porto, Portugal



EXPERIENCE

3D Animation Teacher 📅 2021-Ongoing
Polytechnical Institute of Bragança

Freelance Artist 📅 2017-Ongoing
Fiverr; Upwork

Online market place for freelance services

-2D and 3D Animation

-Rigging and Skinning

-3D Modeling

Artisan 📅 2021-Ongoing
Fluffs&Crafts

Maker of crochet, knitting, sewing and embroidery products

General Artist - CoArt 📅 2019-2020
Polytechnical Institute of Bragança

Educational game

-Concept Art

-3D Modeling

-Rigging and Skinning

General Artist - Chocalhar Podence 📅 2019
Polytechnical Institute of Bragança

Multimedia project (Videogame, Interactive table, Audioguide)

-2D and 3D art: Concept, modeling, texturing, animation, MoCap

-Crochet rendering of character

-Audioguide narration

PROJECTS

Sanctuary 📅 2021-Ongoing
Farming Simulator, RPG
-Sole developer of the game

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

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

EDUCATION

Digital Game Design 📅 2015-2018
Polytechnic Institute of Bragança

Game Development Studies 📅 2017
Kajaani University of Applied Sciences

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 storyboarding;
 - 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 developing in Godot using GDScript.
- Experience doing 3D photostitching.
- 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.