

EVANDRO MIGUEL

Senior 3D Character Artist for games, real-time, and entertainment. I turn briefs and concepts into production-ready characters with clear form, strong silhouette, and files teams can use under real production limits.

LOCATION
Lawrence, Kansas, United States

PORTFOLIO
artstation.com/evandrom

LINKEDIN
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150+

Professional Projects

Professional character and 3D production projects across games, films, branded experiences, licensed IP work, and direct character assignments.

12+

Countries Lived In

Lived in 12+ countries while working across international markets, remote teams, and production cultures.

10,073h

Tracked 3D Hours

Focused hours tracked across 3D study, practice, and production craft.

67M+

Single-Day Visits

Character work shipped into live products with 67 million visits in a single day.

CORE SKILLS & TOOLS

ZBRUSHMAYABLENDERUNREAL ENGINEMETAHUMANMARI MARVELOUS DESIGNERSUBSTANCE PAINTERPHOTOSHOPKEYSHOT

PYTHON3D MODELINGCHARACTER MODELINGTEXTURE PAINTINGPBR WORKFLOWRETOPOLOGYUV MAPPING

GAME-READY TOPOLOGYCINEMATIC PRESENTATION3D PRINTING PREPPRODUCTION HANDOFFPROJECT MANAGEMENT

LANGUAGES

PORTUGUESE (BR): NATIVE LANGUAGE

ENGLISH: FULL PROFESSIONAL PROFICIENCY

CHINESE: ELEMENTARY PROFICIENCY

EXPERIENCE

Professional Freelancer / Self-employed

FEBRUARY 2020 - PRESENT | Greater Los Angeles Area / Remote

- Delivered 150+ professional character and 3D production projects across games, film, collectibles, merchandising, NFTs, real-time applications, and 3D printing workflows across 12+ countries.
- Turned briefs and concepts into usable 3D characters across sculpt, retopo, UVs, texturing, lookdev, and final delivery.
- Led a small freelance team through modular NFT production, combining custom scripts, render workflows, organized files, and structured output preparation for large visual combination batches.
- Created 3D assets connected to Karim Benzema digital collectibles work, balancing likeness, style consistency, asset variation, and production delivery requirements.
- Delivered clean topology, organized UVs, usable textures, and structured files so assets leave review ready for the next team.

3D Character Artist / ARCH MODEL STUDIO LIMITED

AUGUST 2025 - OCTOBER 2025 | London Area, United Kingdom / Remote

- Delivered production-ready character models for an NDA-protected film project connected to stop-motion production, supporting animation, fabrication, and 3D printing workflows.
- Built custom scripts and render workflows for 360 turntables with captions, helping standardize asset presentation and reduce repetitive manual setup.
- Produced high-volume asset turntables through render automation, file organization, naming consistency, and structured output preparation.
- Created documentation for naming conventions, folder structures, project preparation, and delivery standards, helping the team align around clearer production processes.

3D Artist / Gamefam

APRIL 2021 - OCTOBER 2024 | Remote

- Created production-ready 3D assets, character work, renders, merchandising visuals, and pitch materials for fast-turnaround Roblox productions across marketing and operations teams.
- Helped translate major entertainment franchises into Roblox-ready assets by balancing brand recognizability, stylized appeal, real-time constraints, visual clarity, and compressed production deadlines.
- Contributed to licensed production contexts involving Sonic, SpongeBob, Teenage Mutant Ninja Turtles, My Hero Academia, Barbie, NFL, and other branded entertainment environments.
- Supported brand-connected production contexts involving Disney, Paramount, Nickelodeon, Mattel, Marvel, Crunchyroll, NFL, and SEGA.
- Protected production momentum by stepping into urgent asset needs, cleanup tasks, texturing support, retopology, render preparation, and technical handoff.
- Delivered assets on short production cycles while supporting both gameplay-facing and marketing-facing deliverables.

Character Artist / 3D Modeler / Crow & Aura

MARCH 2019 - SEPTEMBER 2020 | Brazil

- Produced 3D character models and base meshes for small game productions in Brazil.
- Built characters through digital sculpting, retopology, UVs, maps, and texture work while supporting anatomy correction and character design decisions.
- Used ZBrush, Maya, Substance Painter, and Photoshop across sculpting, topology, UVs, texture production, and design support.

Industrial Supplies / Purchasing Intern / Ronipa

OCTOBER 2016 - FEBRUARY 2017 | Linhares, Espirito Santo, Brazil

- Assumed responsibility for the factory purchasing and industrial supplies area within the first two weeks, managing material entry, purchase tracking, and supplier follow-up in a production environment where errors could interrupt operations.
- Helped organize 18+ months of purchase orders, turning scattered purchasing information into a trackable system for spend, deliveries, pending purchases, and supplier status.
- Built Excel-based tracking methods that improved visibility over product entry, supplier follow-up, delivery risks, and production-support planning.

Educator / Prepara Cursos Linhares

JUNE 2013 - JANUARY 2014 | Linhares, Espirito Santo, Brazil

- Taught and supported students across software, design, administration, English, and technical courses while maintaining classroom computers and troubleshooting equipment issues.
- Translated technical and software concepts into practical learning activities, building early experience in communication, support, teaching, and live problem-solving.

EDUCATION

Faculdade Pitagoras

BACHELOR'S DEGREE, MECHANICAL ENGINEERING | 2012 - 2017 / Grade: 7.5

Mechanical Engineering training with a strong bridge between design, manufacturing, technical drawing, component dimensioning, 3D modeling, project planning, and production constraints.

Built a final additive-manufacturing equipment prototype from concept to physical parts, investing 600+ hours across research, CAD, fabrication planning, and practical assembly decisions.

Escola e Faculdade SENAI Theobaldo De Nigris

ASSOCIATE OF ARTS AND SCIENCES - AAS, MECHANICAL ENGINEERING | January 2012 - December 2013

Hands-on mechanical training across CAD, manufacturing, machining, welding, maintenance planning, pneumatics, hydraulics, metallurgy, industrial automation, 5S, and quality control.

Completed a 1,700-hour program and developed a final photo-cutting equipment system, strengthening the practical link between design intent, fabrication limits, and working mechanisms.

IFES - Instituto Federal do Espirito Santo

TECHNICAL DEGREE, INFORMATION TECHNOLOGY | 2012 - 2013

Technical IT training across programming logic, Java, object-oriented development, databases, MySQL, systems analysis, web design, networks, HTML, CSS, PHP, Photoshop, CorelDRAW, and AutoCAD.

Built an ERP application for a movie rental company, connecting interface design, database structure, stock control, customer reservations, and rental operations in one working system.

Emir de Macedo Gomes

ASSOCIATE OF ARTS AND SCIENCES - AAS, INFORMATION TECHNOLOGY | January 2009 - December 2012

Early technical education in programming, design, 3D, Photoshop, front-end, back-end, and management fundamentals for web applications.

Established the first connection between visual work and technical execution, building the foundation for later character art, tool literacy, and production-minded problem solving.

PUBLIC WORK

- Traveler Dwarf project article for The Rookies.
- Featured work in 3D World Magazine.
- Public ZBrush tutorial on realistic boot sculpting.

VOLUNTEER & RESEARCH

- Helper, Glocal Action: supported social programs.
- Partner / Organizer, Na Pratica - Fundacao Estudar: organized and promoted a city leadership program from June 2017 to August 2017.
- Researcher, Faculdade Pitagoras: worked on a SOLIDWORKS-based 3D-printer prototype from idea through manufactured prototype parts.