

# Vini Tambini

*Environment Artist*

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[www.vinitambini.com](http://www.vinitambini.com)

## RELATED WORK EXPERIENCE

### **Electronic Arts Vancouver**

Vancouver, BC - Canada

March/2021- Present

I am currently working at EA as an Environment Artist for FIFA. I am responsible for building stadiums from block-in to the final result in game.

### **Electronic Arts Vancouver**

Vancouver, BC - Canada

January/2018- October/2018

I worked at EA as an Assistant Environment Artist for FIFA19.

### **Iluminata Produtora de Imagens**

Rio de Janeiro, RJ - Brazil

June /2014 - July/ 2015

I worked as a 3D Artist (generalist) focused on Advertising.

## EDUCATION

### **LaSalle College - Vancouver, BC, Canada**

*2D/3D Animation*

September/2016 - August/2017

### **Veiga de Almeida University - Rio de Janeiro, Brazil**

*Graphic Design - Specialized in Animation and illustration*

March/2013 - December/2014

## ADDITIONAL STRENGTHS

- Responsible, efficient and quick learner.
- Self-motivated and eager to achieve goals.
- Hardworking and determined.
- Reliable, tactful and easygoing.
- Detail-oriented and aiming to grow in knowledge and skill
- Team player

## SOFTWARE KNOWLEDGE

- 3DS Max
- Maya
- Zbrush
- Adobe Package
- Substance Painter
- Frostbite
- Corona Renderer
- Vray
- Arnold
- Unity

## LANGUAGES

Portuguese (Native)

English (Fluent)