

Rubens Maximus

Game Designer - Videogame Artist

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I have been working in the Video Game industry as 2D and 3D Artist for 6 years. Discovered an overwhelming passion for the creative process. Constantly aiming for problem solving, connecting the dots and discovering new ways to strike meaning and emotion in peoples hearts and minds. Today I run forward, hungry, seeking new challenges and broader ways to express my creativity. That is my passion.

WORK EXPERIENCE

Game Designer, Lead Artist

SkyHigh Studioz - Montréal, QC - June 2017 to Present

The SkyHigh Studioz crew is brewing amazing and unique games! I will be revealing them here as soon as our first IP gains public access.

❖ Game Design:

Writing the stories and narratives, creating game design documents. Once the writing is approved I use it to build the game flow chart and other charts and graph structures. That give us a complete, comprehensive blue print and vision of what the game is. A great experience with great volumes of output, but I feel completely at home dealing with large and complex story structures world building and game mechanics.

❖ Lead Artist:

I'm overseeing the vision and creative direction when it comes to the universe of our games. We all follow a vision which keep us in the right direction, but it is my job to create an atmospheric, immersive, dense experience for our players. I'm focused on establishing "vibes" and communicating story and meaning through the Environment Art of each location.

About our characters, each of them were crafted on writing, Yed charts and design documents that give them depth, make them believable living creatures. With these resources it is easy for me to the Character Design understanding how they think and how they would behave in each given circumstance that is put in front of them. This great clarity is key to the direction I give onto the rest of the team as well.

❖ Storyboard:

Each cinematic have a story board. Also, throughout the GDD I add storyboards to quickly communicate ideas. Here I use cinematic composition, rule of 3s, foreground, background and midground depth, perspective, camera angles and camera movement. I'm also experiencing great levels of integration when drawing the scenes. By the time I translate them from writing into art I understand exactly what each scene means, since I am the one writing it as the Game Designer. That is a new level of integration I could definitely get used to.

❖ Concept Art

❖ Environment Art

❖ Character Art (*together with animator)

Senior Matte Painting Artist

Vast Studios - Toronto, ON - April 2012 to September 2015

Working as Matte Painting & 2D artist our team developed best sellers games for PC and mobile devices.

❖ With Vast Studios I worked creating background scenarios in a number of different games IPs.

❖ Mastered 'matte painting' techniques, texturing and lighting in Photoshop.

❖ Concept art

❖ Matte Painting

❖ CG Painting

❖ 2D Lighting

❖ Revision of in-house & outsourced art

Freelance Matte Painting Artist

Longtail Studios - Toronto, ON - May 2014 to August 2014

Worked with Longtail Studios on this great Ubisoft title CSI: Hidden Crimes™ as background artist.

- ❖ Used my Matte Painting experience to generate striking and immersive crime scenes.
- ❖ Backgrounds were done in only 3 - 4 days maximum. Not a challenge after Vast Studios 2 days scenes.

Game website: www.ubisoft.com/en-GB/game/csi-hidden-crimes/

Company website: www.longtailstudios.com

3D Modeler + Concept artist

Space Mop - Toronto, ON - January 2012 to April 2012

Show Title: Space Janitors®

- ❖ Had a blast making spacecrafts for this amazing Star Wars satire entitled Space Janitors.
- ❖ Joined a great VFX team, worked concepting, modeling and texturing a spacecraft fighter.

Show website: <http://www.spacejanitors.com/>

Company website: <http://www.spacemop.com/>

Lead Artist

Phantom Compass - Toronto, ON - December 2011 to April 2012

Game Title: Rollers of the Realm®

Publisher: Atlas®

- ❖ With this very experienced team I worked on the awards winning title Rollers of the Realm
- ❖ My position was of Lead Artist, where I worked helping bring the vision of the game to life.
- ❖ Modeled enemy characters
- ❖ Concept Art
- ❖ Scenario modeling and blocking
- ❖ Art Direction

Game website: www.rollersoftherealm.com

Company website: www.phantomcompass.com

Contract Game Artist

Centre for Development of Open Technology (CDOT) - Toronto, ON - 2011 to 2011

Game Title: Dragon Breeder®

Publisher: Spongelab®

- ❖ Worked as the solo artist for the educational online game, Dragon Breeder.
- ❖ 2D, 3D character and scenario design
- ❖ Storyboards and game flow charts
- ❖ Concept Art
- ❖ Tileable Environments
- ❖ Assets design
- ❖ UI Design
- ❖ Dragons hereditary traits

Company website: cdot.senecacollege.ca

Client website: www.spongelab.com

Character Concept Art, Story board, Animation

Magic Movie Produções - Rio de Janeiro, RJ - October 2009 to March 2010

Show Title: Ozne®

Magic Movie Produções is established in Rio de Janeiro, Brazil. It produces video material for television, film, mobile and Internet. Here I worked on Ozne®, a TV animation show.

- ❖ Charatcer and props concept artist
- ❖ 3D keyframe animator

Workshop Coordinator

Anima Mundi Animation Festival - Rio de Janeiro, RJ - July 2008 to July 2009

International Animation Festival of Brazil and the biggest in South America. It occurs annually in the cities of Rio de Janeiro and São Paulo with the duration of two weeks.

❖ Work as instructor teaching "stop-motion animation" and "clay modeling" for the festival's audience.
Company website: www.animamundi.com.br/en/

EDUCATION

Game Art And Animation (GAA) - College Certificate Degree in Videogame Art, animation

Seneca College of Applied Arts and Technology - Toronto, ON
2010 to 2011

Bachelor Degree, Industrial Design and Graphic Design -- in Industrial Design - Graphic Design - Branding

UniverCidade University - Rio de Janeiro, RJ
2006 to 2009

Drawing Course Certificate, Traditional Art and Graphic Novel Development in Traditional Art

Daniel Azulay Drawing Courses - Rio de Janeiro, RJ
2000 to 2006

AWARDS

"Best in Play" at GDC Play (USA)

2014

Game: ROLLERS OF THE REALM

Best Original Series for Digital Media - Canadian Screen Awards

2014

Series: Space Janitors