



Frederico Carneiro

ART LEAD · SENIOR ENVIRONMENT, LEVEL & 3D ARTIST

hello@fredcarneiro.com · Warsaw, Poland

fredcarneiro.com artstation.com/frederico_carneiro linkedin.com/in/frederico-carneiro-05058294

About

Art lead and senior artist with 9+ years in AA/AAA development, 5+ leading art teams. Hands-on from blockout to final lighting across environments, level art, weapons and 3D in Unreal Engine 5. I define visual direction, build the pipelines teams ship on, and keep quality and performance inseparable. Creator of MAKINA, co-founder of NodeStrand.

Work Experience

11 bit studios

MAR 2026 · AUG 2026 - PRESENT

Freelance 3D, Tech & Environment Art

Warsaw, Poland | Returning client

- > Freelance environment, 3D and tech art support across two engagements.

Sperasoft

APR 2026 - JUL 2026

Senior Level Artist

Warsaw, Poland | Contract · AAA project under NDA

- > Level art on an unannounced AAA title, working to an established studio pipeline.

Reikon Games

NOV 2018 - DEC 2025

Warsaw, Poland | 7 years 2 months

- > Delivered high-quality 3D assets across environments, props, and weapons for a shipped AA title.
- > Defined and owned hard-surface production pipelines, ensuring consistent quality and efficient workflows.
- > Created assets from concept through high-poly, low-poly, UV, texturing, to final in-engine implementation.
- > Collaborated with tech art to develop optimized material systems and asset standards.
- > Drove performance optimization across 3D content for target platforms.

Associate Art Director

JUN 2023 - DEC 2025

Principal Level Artist · Lead Environment Artist

JUN 2023 - DEC 2025

Lead Weapon Artist

MAR 2022 - DEC 2025

Lead 3D Artist

OCT 2021 - JUN 2023

Lead Prop Artist

MAR 2020 - DEC 2021

3D Artist

NOV 2018 - FEB 2020

UNIT9

JUN 2018 - OCT 2018

3D Artist

Warsaw, Poland

- > Created 3D assets for interactive digital experiences and mobile games.

Swing Development (SwingDev)

FEB 2017 - APR 2018

3D Artist / Junior 3D Artist

Warsaw, Poland

- > Developed 3D assets and environments for various client projects
- > Progressed from internship to full 3D Artist role

Freelancer

NOV 2016 - JAN 2017

3D Artist

Porto, Portugal

Freelancer

JAN 2014 - MAR 2016

Webdesign, Photography, Video

Portugal

- > Created WordPress and Joomla websites for clients
- > Photography and professional photo retouching
- > Corporate video production and editing

Projects

SHIPPED TITLE

Metal Eden

- > Served as Associate Art Director, contributing to visual direction while remaining hands-on in production
- > Held the visual standard across an art team that grew from 30 to over 120, led the weapons art team, and ran the reviews and shared workflows that kept the look coherent
- > Delivered weapons, props, and environment assets, along with the pipelines and quality standards behind them



VERTICAL SLICE

Ruiner 2

- > Co-defined the art direction and produced the visual art with one other artist: environment and level art across every map in the slice
- > Carried the demo from pre-production to a full playable vertical slice, including the main city hub level, environment shaders and VFX



MAKINA

UE5 EDITOR PLUGIN · 0.9.2 BETA

- > Creator of MAKINA: I created everything in the tool, from concept and system design through to the shipped beta
- > A UE5 editor plugin for environment art, built to keep the whole production process in-engine. In beta across UE 5.6-5.8

NodeStrand

UE5 MATERIAL PLATFORM · LIVE

- > Co-founder: copy a material or blueprint out of UE5, share the link, paste it straight back in
- > Free community library of UE5 materials, built to remove the setup cost of sharing engine content

Tech Stack

SOFTWARE

Blender

ZBrush

Substance Painter

Unreal Engine 5

3D Coat

Photoshop

SPECIALIZATIONS

Hard Surface Modeling

Organic Sculpting

PBR Texturing

High-to-Low Poly Workflow

UV Mapping

Real-time Asset Creation

TECHNICAL

Blueprints

UE5 Editor Tooling

Tool & Pipeline Design

Perforce

Git

ADDITIONAL SKILLS

Pipeline Development

Asset Optimization

Team Collaboration

Mentoring

Education

Multimedia Communication Technologies

2014 - 2017

Instituto Universitario da Maia - ISMAI, Portugal

Bachelor's Degree in Design (Exchange)

2015 - 2016

Baltic International Academy, Riga, Latvia

Technological Specialization Course

2013 - 2014

Instituto Universitario da Maia - ISMAI, Portugal

Languages

Portuguese

Native

English

Proficient

Polish

Elementary