

THIAGO FERNANDES

VISUAL DESIGNER | CREATIVE TECHNOLOGY & 3D ART

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meniscateart.com | [Atelier open-source project](#)

PROFILE

Games Art graduate with postgraduate study and hands-on experience across visual design, 3D asset workflows and creative software. Recent work includes contributing interface and workflow improvements to **Atelier**, an open-source modding tool, alongside game-art production and interactive prototypes. Strong at translating visual direction and technical constraints into coherent results, spotting problems and refining work through feedback. Seeking junior opportunities in digital design, creative technology, visualisation or technical art.

CORE SKILLS

Visual design | Visual development, character art, composition, colour, typography, layout and visual QA.

3D & asset production | Blender, Unreal Engine 5, FModel; UV-aware texturing, material edits, asset workflows and troubleshooting.

Digital & prototyping | Photoshop, Procreate, GitHub, AI-assisted UI iteration, HTML/CSS/JavaScript prototypes.

AI-assisted workflows | Codex, Claude, Gemini / AI Studio, Midjourney; reference-led iteration and manual finishing.

RECENT PROJECTS & OPEN-SOURCE WORK

Atelier | Open-source modding studio

Contributor · UI / workflow design and technical iteration · 2026

- Collaborated with the project maintainer on a substantial application interface refresh and clearer asset-editing workflows.
- Turned real modding problems into feature briefs and AI-assisted code changes; reviewed builds, investigated texture handling and Blender import/export issues, and iterated updates through GitHub.

Marvel Rivals | Character skins, texture and VFX work

Independent and community game-art projects · 2026

- Created themed skin retextures and VFX recolours, maintaining cohesive palettes, stylisation and material treatment across character assets.
- Combined Photoshop, Procreate, Blender, FModel and Unreal Engine workflows to preserve UV layouts, edit texture/material channels, organise assets and review results in-game.

Texture Batch Workbench | Creative-tool prototype

Independent browser interface experiment · 2026

- Prototyped a workflow for organising AI-assisted texture batches, comparing variants and reviewing source assets; refined UI clarity, file handling and production flow.

Original IP and visual systems

Typecast · Primarune · The Archival Committee

- Designed character turnarounds, expressions and shot references for a short animated concept; developed a card-game world and graphic system, plus a cohesive archive-inspired visual identity.

EDUCATION & TRAINING

2025 | Certificate in Games Writing · ELVTR

2023–2024 | Postgraduate study in Games Art · Manchester Metropolitan University

2019–2022 | BA Games Art · Coventry University

2018–2019 | Foundation Diploma in Art & Design · London College of Contemporary Arts

ADDITIONAL EMPLOYMENT

Retail Assistant, Poundland (Jun–Sep 2023) | Civil Enforcement Officer, NSL (Apr–Jun 2023)