

BRUNO SOBHIE

Technical Artist | 3D Game Art | Unity

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Portfolio: bsobhie.com

Professional Summary

Technical Artist and 3D generalist with 10+ years of experience in mobile and console game art. Currently supports Marvel SNAP at Second Dinner through Webcore, integrating assets in Unity and building import tools for monthly live operations. Connects artists and programmers, drawing on experience in art direction, team leadership, and teaching.

Core Skills

Unity | Adobe tools | Asset integration | Import tools | 3D modeling and optimization | Texture map preparation | Live operations (live ops) | AR, VR, and XR | Art direction

Technical Art Experience

Webcore | Technical Artist | Nov 2025 - Present

Outsourced assignment with Second Dinner | Marvel SNAP

- Manage and execute visual asset imports into Unity, including cards, emotes, reactions, avatars, and logos.
- Prepare card backs for in-game use by separating 2D artwork and hand-painting height, normal, and roughness maps with Adobe tools.
- Implement card information changes by importing code updates.
- Build tools that streamline the asset import process.
- Coordinate asset imports and meet production deadlines for monthly live-ops seasons.

20 Dash | Senior Technical Artist | 2023 - Mar 2025

- Created and optimized 3D models for AR, VR, and XR experiences.
- Provided Unity consulting and technical guidance on project optimization.
- Led research, evaluation, and integration of emerging technologies; managed art asset development across platforms.

Freelance | 3D Artist and Technical Consultant

- Created game-ready 3D assets for mobile and console games.
- Produced 3D models and renders for motion and animation projects, and 3D illustrations for marketing.

Art Direction and Teaching Experience

Jacto | Senior Art Director | Jan - Aug 2023

- Directed internal and outsourced creative teams, managed campaign budgets, and developed visual identity guidelines for advertising and commercial materials.

FACCAT | Branding and Graphic Design Teacher | 2023

- Taught branding and graphic design, guiding students through practical design projects.

Aile Comunicações | Founder and Art Director | 2016 - 2023

- Founded and ran an advertising agency; led the creative team and contractors, managed campaign budgets, and directed work from strategic planning to offline activations.

Education

Postgraduate Degree in Higher Education Teaching | FCE - SP | 2016

Undergraduate Degree in Graphic Design | UNIVEM | 2014

Languages

Portuguese: Native | English: Fluent | Spanish: Intermediate