LEANDRO WILHELMSEN MICHELENA MORENO

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I am a full stack developer, having recently completed a coding bootcamp through the University of Toronto. I am looking to switch careers from Architecture and Urbanism to the web development industry. I have more than 10 years of experience in Architecture, working mostly with 3D models and photo-realistic renderings. I see myself as a natural problem solver and a fast learner. I am always researching new tools and workflows to automate repetitive tasks. I like writing scripts and tools to allow my team and I to work faster and focus on more demanding tasks.

EDUCATION

2022 - University of Toronto SCS

UofT's School of Continued Studies Coding Bootcamp provided me with the essential skills to become proficient in front-end and back-end technologies. Throughout the course, I developed a portfolio of projects using HTML, CSS, Javascript, server side applications, SQL databases and latest technologies, such as GraphQL and React.

2009 – 2015 - School of Architecture UFRGS

I studied Architecture and Urban Planning at UFRGS - Universidade Federal do Rio Grande do Sul, which was elected many times as one of the best architecture schools in Brazil, from 2009 to 2015. Although I do not practise architecture any longer, some lessons learned during this course shaped me as a professional. Apart from technical and industry specific skills, I also learned about project management, critical thinking and creative problem solving approaches.

Sep/2012 – Sep/2013 – Univertity of East London

During my graduation course in Brazil, I was awarded by the Brazilian federal government a scholarship as part of the Science Without Borders program. I studied at a vertical studio system with second and third-year students. My scholarship included a work experience at AEDAS in London, UK, with the R&D Computational Design group.

SKILLS

HTML / CSS / Bootstrap
JavaScript / ES6 / Node.js
React.js / Express.js
MySQL / MongoDB / GraphQL
Git / Sourcetree
Agile Methodologies / Scrum

LANGUAGES

Portuguese - Native
English - Fluent
Spanish - Advanced
French - Basic

WORK EXPERIENCE

Feb/2022 - Present: Clay Home Builder Software

As a Technical Artist at Clay, I create real-time interactive models within Unreal Engine for pre-construction sales. Over the last months, I implemented new user interactions, helped increase realism via more accurate lighting and PBR materials, and optimized models for smooth gameplay. Our team delivers projects following agile methodologies, with two-week sprints in which we onboard new projects and build models featuring AI and user interactions.

Jan/2020 - Jan/2022: ADHOC STUDIO

As a 3D Artist working for ADHOC Studio, I delivered high quality and realistic rendered images for construction projects for clients in Canada. I helped the team to optimize workflows and models researching new approaches and new software.
I also worked with interactive models in a WebGL Game Engine. Lastly, I was involved in the creation and delivery of images shortlisted and awarded important rewards.

May/2019 - Dec/2019: NEORAMA

As a 3D Artist at Neorama, I was part of the still images team and worked updating 3D models of projects to reflect design changes for some of the largest construction companies in SA.

Nov/2018 – Dec/2020: Studio403

I created Studio 403 to work full-time as a 3D Artist on my own business and to pursue new opportunities. I managed my clients, work and partners. I had the opportunity to work with clients to create visuals for projects of different scales.

Jul/2016 - Nov/2018: VALLS

As an architect at a small firm, I participated in all stages of the development of projects. I worked with 3d models, and also drafting construction plans, details and building permit documents in Revit and Autocad.