Ricardo Pinto

Senior 3D Artist & 3D Lead

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SUMMARY

Visionary 3D Design Leader with extensive experience in digital product innovation and transformation, specializing in footwear and accessories. Proven ability to lead end-to-end 3D concept development, achieving an 80% digital collection rate and reducing time-to-market. Skilled in managing and mentoring high-performing teams, optimizing 3D pipelines, and driving company-wide adoption of digital workflows. Ready to leverage expertise in virtual prototyping and strategic leadership to enhance product development and foster innovation at your company.

WORK EXPERIENCE

07/2023 – 11/2026 **3D Lead** Amsterdam, Netherlands
INDG / GRIP

- Spearheaded end-to-end 3D product visualization and development for premium footwear and accessory lines, ensuring the creation of high-fidelity digital assets.
- Collaborated with Product Creation, Materials, and Design Direction teams to translate concepts into executable 3D designs, significantly influencing product direction.
- Managed and mentored junior 3D artists, guiding them in workflow optimization and successful project delivery.

01/2022 – 06/2023 **Head of 3D Design** Porto, Portugal
ECCO Shoes

- Directed the complete concept-to-3D execution for footwear collections, integrating seasonal trend analysis and color palette development.
- Attained an 80% digital collection development rate, facilitating faster decision-making and reducing time-to-market across Product Creation, Materials, Marketing, and Design departments.
- Established and nurtured a high-performing 3D design team, fostering innovation and enhancing cross-departmental collaboration.

01/2020 – 12/2021 **3D Design Team Leader** Porto, Portugal
ECCO Shoes

- Devised and executed the Digital Transformation roadmap, catalyzing company-wide adoption of 3D design workflows and yielding significant operational efficiencies.
- Amplified 3D design influence by engaging new internal stakeholders and leveraging visual storytelling with 3D assets to drive project adoption.
- Oversaw project pipelines and optimized resource allocation for the 3D design team.

09/2016 – 12/2019 **Lead 3D Artist** Porto, Portugal
ECCO Shoes

- Engineered realistic 3D footwear prototypes, directly diminishing the dependence on physical samples and accelerating design iteration velocity.
- Established benchmarks for 3D asset quality and realism, thereby improving the efficiency of design reviews.

EARLIER ROLES

03/2015 – 06/2016	**Lead 3D Artist** Grandes Planos	Porto, Portugal
11/2013 – 01/2015	**3D Artist** Bigmoon Interactive Studios	Porto, Portugal
12/2010 – 03/2013	**Lead 3D Artist** IPATIMUP / Harvard Medical School Portugal	Porto, Portugal
10/2009 – 04/2010	**3D Artist** Visual Labs	Porto, Portugal
09/2006 – 06/2008	**3D Artist** CITAR / Porto Digital	Porto, Portugal

EDUCATION

2008 – 2010	**Master, Computer Animation** UCP	Porto
2001 – 2006	**Degree, Digital Arts** UCP	Porto
1997 – 2000	**Degree, Graphic Arts** CIC	Porto

SKILLS

TOOLS

Maya · Blender · Rhino · Substance Painter · V-Ray · Arnold · Figma · Miro · PLM Systems (Centric) · Generative Design Tools

STRENGTHS

Digital Product Innovation & Transformation · End-to-End Concept-to-3D Execution · 3D Pipeline Development & Optimization · Agile Project Management · Design Thinking · Virtual Prototyping · Strategic Leadership & Team Mentoring · Cross-functional Collaboration & Integration

LANGUAGES

Portuguese (Native) **English** (Fluent) **Spanish** (Advanced) **French** (Intermediate) **German** (Basic)