

RAFAEL ARCARI

3D ENVIRONMENT ARTIST · LEVEL ARTIST

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Lead environment artist specialising in composition, set dressing, lighting and environmental storytelling, with four years in Unreal Engine 5. I turn design blockouts into finished, story-rich levels, from set dressing through the final light pass, and set the quality bar for the artists building alongside me. Strongest on stylised and handpainted work.

EXPERIENCE

Lead Environment Artist

Nov 2023 – Present

Big Moxi Games — Porto Alegre, Brazil

- Lead and mentor the environment art team across multiple concurrent projects, owning the final quality bar on every level that ships out of the team.
- Organise the studio's environment-art pipelines, from LD blockout handover to final set dressing and lighting.
- Built several of **Wardens Rising**'s campaign levels: biome look, composition, environmental storytelling and lighting from blockout to final polish.
- World building on **Reaper Actual**, a co-development with DPS Studios, set dressing and decorating the KAM Airport areas of an open-world island from design blockouts.

Environment Artist

Jun 2022 – Nov 2023

Big Moxi Games — Porto Alegre, Brazil

- Created story-rich, well-composed environments on top of established blockouts, working within the game's asset library and engine budgets.

PRODUCTION TITLES

Wardens Rising — LEAD ENVIRONMENT ARTIST · UNREAL ENGINE · UNRELEASED

Single-player / co-op action tower defence. Campaign levels across distinct biomes, from desert canyons to fishing villages.

Reaper Actual — WORLD BUILDER · UNREAL ENGINE · IN EARLY ACCESS

Open-world extraction FPS on the fictional island of Marova. Airport front, cargo and hangar districts, plus bunkers and player bases.

SELECTED PERSONAL WORK

Ruined Tower — FULL ENVIRONMENT · UE5

Large-scale stylised environment built in two weeks in Blender, Substance Designer, ZBrush, Gaea and SpeedTree. Vertex-paint material blending, custom wind systems, full breakdown published on 80 Level.

Modular Cliff Assembly · The Joltzzz Coil · Dwarven Cooking Journal

Modular kit design, handpainted texturing and prop storytelling, the stylised craft the professional work builds on.

SOFTWARE

- Unreal Engine 5 — 4 years
- Blender
- Substance Designer
- Substance Painter
- ZBrush
- Gaea
- SpeedTree
- Photoshop

CRAFT

- Composition & set dressing
- Lighting
- Environmental storytelling
- Level art from LD blockouts
- Tileable & trim texturing
- Vertex-paint material blending
- Foliage & wind systems
- Stylised / handpainted art

PUBLISHED

[How to Model and Texture an Environment of a Ruined Tower Using Blender and ZBrush](#)

80 LEVEL — BREAKDOWN ARTICLE

LANGUAGES

- Portuguese — native
- English — fluent

CITIZENSHIP

- Italian (EU) & Brazilian