

Biography.

Eduardo Maia Romão
Automotive Realtime/CGI Artist Architecture Visualisation
Artist
From Porto, Portugal (PT)

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About
I'm Eduardo, a freelance 3D/CGI artist from Porto, Portugal, specializing in automotive and architectural visualization. With expertise in real-time and VR presentations, I craft immersive experiences and captivating cinematics using Unreal Engine 5. For architectural renderings, I leverage 3ds Max to deliver high-quality visuals. I hold a Bachelor's degree in Transportation Design from the Istituto Europeo di Design in Turin, Italy.

Previously, I honed my skills at Pininfarina's Virtual Lab Department, where I focused on Virtual/Mixed Reality, renderings, and video production. During this time, I collaborated with premium automotive OEMs and startups, gaining invaluable experience in the fast-paced automotive industry.

Now, as a freelancer, I'm expanding my focus to include architectural visualization, offering realtime solutions, VR experiences, and cinematic productions for architecture and design.



Curriculum Vitae.

EDUCATION

2018 - 2021

Bachelor of Arts in Transportation Design
Istituto Europeo di Design (IED), Torino
Grade: 104/110

2015-2018

Communication Design Course
Specialization in Graphic Design
Soares dos Reis Art's School

2003-2015

Basic School
Externato das Escravas do Sagrado Coração de Je-

PROFESSIONAL DEVELOPMENT

Course

UX and UI Design Course
EDIT - Completing in July 2026

Photographic Technique I (18hours) In-
stituto Português de Fotografia, Porto

Master in Archviz
OFF3D Academy

Internship

Óscar Almeida Fotografia (80hours)
Photography studio based in Porto

WORK EXPERIENCE

2024 - (current)

FREELANCER

- Automotive Visualisation (realtime, stills, cinematics)
- Architecture Visualisation (real-time, stills, cinematics)

Clients: Pininfarina SPA, Granstudio, Cubo

2021- 2024



PININFARINA SPA
Junior Multimedia Designer

- Realtime Automotive 3D presentations
- Virtual Reality and Mixed Reality experiences using Varjo XR-3 with VRED Professional
- CGI rendering and video using VRED Pro and Unreal Engine 5
- CGI Cinematics using Unreal Engine 5
- Virtual Reality experiences based on Unreal Engine 5

Skills.

TECHNICAL SKILLS

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Adobe Premiere

Autodesk Alias

Autodesk Maya

Autodesk 3DStudioMax

Corona Renderer

Autodesk V-RED PRO

Unreal Engine 5

OpenXR

Varjo XR-3

LANGUAGES

Portuguese (Native)

English C1
(Certificate in Advanced English by the University of Cambridge)

Spanish (Conversational)

Italian (Conversational)

