

## **Ruben Monteiro**

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### **EDUCATION**

**2015 – 2018 University of Winchester,**

BA Digital Media Design: 2:1

**Dissertation Project:** How Can Augmented Reality Change the Way People Use Mobile Devices?

**2013 – 2015 Queen Mary's College:**

Business L3 BTEC Sub Diploma (D\*) Media Studies (C) Applied ICT (B)

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### **RELEVANT WORK EXPERIENCE**

**3D Modelling and Multi-Media Internship – Diverse Interactive June 2018 – July 2018**

- **Creative Problem Solving** – Create and deliver high-quality sketch to be transferred to a digital storyboard using photoshop, to aid in constructing 3D animation to showcase and represent business functions to potential clients.

**3D Modeling Project – TV Production Partnership Ltd (TVPP) and University of Winchester**

- Independent project commissioned by Malmesbury to create augmented reality content of Malmesbury Abbey.
- Carried out an in-depth research of Malmesbury Market Cross to use as a reference whilst modelling the building
- Engaged in a process of trial and error to determine the most suitable method of modelling, which was individual modelling of each aspect.

**App Design Project – IBM and University of Winchester**

- **Verbal and written communication:** worked within a team of 4 to Design an innovative solution to help combat the issue of food wastage in schools and colleges
- We used brainstorming to present a number of solutions that could be used to alleviate the issue at hand.
- As the team leader, I delegated roles and responsibilities for myself and my team members.
- We created an App that enabled schools to educate students on how to prevent food wastage using, quizzes, videos, reading materials and gamification.

**Retail Assistant – Primark April 2016 – Present**

- **Teamwork:** Working as part of a cohesive team of up to 30 members in order to sustain stock levels and maintain the standards and appearance of the store. Also When required rearranged personal schedule to assist overwhelmed areas of customer service and tills.
- **Interpersonal Skills:** Developed diverse interpersonal skills to assist in meeting the needs of customers to ensure the delivery of excellent customer service.

## **Warehouse Operative – Game Warehouse Aug 2015 – Jan 2016**

- **Organization and Time Management:** picking stock items according to specific customer orders in a timely manner to ensure that they are ready for dispatch.
- Responsible for ensuring that invoices were matched with the correct items and packaged before dispatch.
- organised the returns process to ensure accurate returns by scanning and sorting the items in the correct return's category.
- **Attention to Detail:** Performed quality assurance check and carried out repairs on hardware and devices.

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## **ACHIEVEMENTS, ADDITIONAL SKILLS AND QUALIFICATIONS**

- 3D Software: Maya, 3DS Max, Cinema 4D
- Adobe: Photoshop, After Effects, Illustrator, InDesign, XD
- Keyshot
- Modelo
- HTML & CSS
- Microsoft Office Suite
- Fluent in Portuguese
- Native English