

Objective

Position as a Character Animator

Professional Experience

REMOTE 3D CHARACTER ANIMATOR

Hype.cg
(Privately Held; Animation industry)
April 2015 — Present

REMOTE 3D CHARACTER ANIMATOR

Start Anima
(Privately Held; Animation industry)
February 2015 — March 2015 (2 Months)

REMOTE TOON BOOM 2D ANIMATOR

Lightstar Studios
(Privately Held; Animation industry)
July 2014 — January 2015 (7 Months)

REMOTE 3D CHARACTER ANIMATOR

Lightstar Studios
(Privately Held; Animation industry)
April 2013 — October 2013 (7 Months)

FREELANCE 3D CHARACTER ANIMATOR

Freelance
December 2009 — Present

MULTIMEDIA ANIMATOR (3D, FLASH, AFTER EFFECTS)

Tribo Interactive
(Privately Held; Internet industry)
September 2005 — December 2009 (4 year 4 months)

FLASH ANIMATOR

All Creative
(Privately Held; Internet industry)
September 2004 — September 2005 (1 year)

INTERN

Agência Experimental de Comunicação Mercadologica
(Privately Held; Internet industry)
March 2003 — September 2004 (1 year 5 months)

Education

IANIMATE

Game Workshops

Fall 2013 - Spring 2014

Workshop 2 - Dynamic body mechanics
and creatures - Kevin Rucker

Workshop 3 - Interactive Battle
Brett Pascal

ANIMATION MENTOR

Animals and Creatures - Master Class

Spring 2012 - Fall 2012

Class 1 - Introduction to Animals and Creatures
Kevin OHara - Pixar Animation Studios

Class 2 - Advanced Creature Production
Nicole Herr - BrainZoo Studios

ANIMATION MENTOR

Diploma in Advanced Character Animation Studies

Spring 2010 - Summer 2011

Mentored by:

Class 1 - Basic Foundations
Anthea Kerou - Dreamworks Animation

Class 2 - Psychology of Body Mechanics
Brett Schulz - Pixar Animation Studios

Class 3 - Advanced Body Mechanics
Mark Pudleiner - Walt Disney Animation Studios

Class 4 - Introduction to Acting
Brent Homman - Walt Disney Animation Studios

Class 5 - Advanced Acting
Brett Coderre - Pixar Animation Studios

Class 6 - Polishing Portfolio
Greg Whittaker - Dreamworks Animation

LANGUAGE PROFICIENCY

English and Portuguese (native language).

UNIVERSIDADE METODISTA DE SÃO PAULO

Spring 2003 - Fall 2006

Social Communication - Bachelor 's Degree
Qualification in Publicity and Advertising.

EXTRA-COURSES

Professional 3D Animation at Art Academia – Summer 2007 - Summer 2008.
(www.artacademia.com.br)

Comics Drawing course at Escola Oficina of São Paulo – Spring 2005 - Spring 2006.
(www.escolaoficina.com.br)

Skills

Professional experienced in the art of Animation.
Excellent team player, very adaptable to new demands and environments, highly motivated, quality-driven, works well as part of a team for collaborative projects.
Software proficiency: Maya, 3ds Max, After Effects, Photoshop, Illustrator, Flash and Toon Boom.

Honors

CG STUDENT AWARDS 2013

Finalist and Highly Commended for the category:
STUDENT OF THE YEAR / NEXT-GEN GAMING
<http://www.cgstudentawards.com/winners/student-of-the-year>

IANIMATE WINTER SHOWCASE 2013 / 2014

All the 6 shots done during the Game Workshop 2 and the shot done during Workshop 3.
<https://vimeo.com/57058903>
<https://vimeo.com/112035436>

APPLE'S DIGITAL CREATIVITY AWARD - BRAZIL 2004

First place winner at Web Design, with the project called "Angelina"
– stop motion based hotsite for Gol de Letra Foundation.