

3D CHARACTER ANIMATOR

PROFILE

- 5 years' experience in teaching character animation
- Excellent knowledge of 3D animation
- Good knowledge of modeling, lighting, rigging and texturing 3D objects
- Good experience in Maxscript for rigging animation
- Able to work alone and collaboratively in team under deadline pressure
- Speak Portuguese (maternal language), French (fluent), English (intermediate) and Spanish (intermediate)

SKILLS

- **Software** : Maya (Advanced), 3DS Max (Advanced), Adobe After Effects (Intermediate), Photoshop (Intermediate)
- **Programming**: Maxscript (beginner)
- **Drawing**: 2D in-between animation (intermediate)

PROFESSIONAL EXPERIENCE

3D Animation Instructor - (3DS Max and Maya)
Itecom Art Design – Paris – France

2013-present

- Teaching the basic principles of animation to first-year students
- Explaining how the body mechanics works to second-year students
- Familiarizing third-year students with mime, lipsync character animation and acting

3D Animation Instructor - (3DS Max)
Com'Art – Paris – France

2014-present

- Teaching the basic principles of animation to first-year students
- Explaining how the body mechanics works to second-year students
- Familiarizing third-year students with mime, lipsync character animation and acting

Additional Compositing animator - (After Effects)

2016

Armazém de Imagens – Porto Alegre – Brazil

Animated feature film: "*The adventures of the red airplane*"

- Responsible for compositing animation and lipsync character animation

PROFESSIONAL EXPERIENCE (CONT.)

Animator – (After Effects and Maya) 2015
Citron Vache - São Paulo – Brazil
Free Online courses – CSS3

- 2D Compositing animation to demonstrate how to create Web Design with CSS3

3D Character Animator - (3DS Max) 2014
Association Française pour la Contraception - Paris – France
Web series - 2' - Episode II – "*Megabit*"

- Worked closely with the director to create a high quality 3D character animation to teach how to prevent getting a sexually transmitted disease

Animator - (After Effects) 2012
Armazém de Imagens (Vida Urgente) - Porto Alegre – Brazil

- Created a character animation using 2D compositing animation for "*Flower and the butterfly*" short film, an educational film for children to teach them how to cross the street safely

3D Assistant Animator – (Maya) 2011
Citron Vache - São Paulo – Brazil
3D animated Brazilian television series – 3' - "*Caco e Dado*"

- Worked with the director to create a 3D character animation for 15 episodes of a television series which shows animals in their wildlife.

Prelighting CG Artist – (3DS Max, Maya and Photoshop) 2010
TeamTo - Paris – France
3D animated television series "*Oscar and Co*"

- Checking if textures, lights and animation of 3DS Max files converted from Maya were correct to render

3D Generalist/Animator - (3DSMax and Photoshop) 2008
ClaudiusCity Project - Saint-Denis – France

- Responsible for modeling, texturing and character animation of a new 3D chat with flash interface

3D Generalist/Animator - (After Effects, 3DS Max, Softimage) 2005 -2007
Studio Matamore – Pantin – France

- Responsible for modeling and texturing for "*Tropiques Amers Project*" France 3 Channel
- In charge of modeling, texturing, lighting and 3D animation for the teaser "*Hermione Frégate des Lumières*"

PROFESSIONAL EXPERIENCE (CONT.)

Additional Compositing animator - (After Effects,Photoshop and Maya) 2000-2004
Otto Desenhos Animados – Porto Alegre – Brazil

- Responsible for compositing animation images, lipsync character animation and special effects for animated feature film "*Wood Stock – Sex, Oregon and Rock'n Roll*" by Otto Guerra
- Worked the lipsync character animation for the animated short film "*O limpador de chaminés*" by Rodrigo John

Additional Compositing animator - (Photoshop, After Effects) 2000
Toscographics - Rio de Janeiro – Brazil

- Animation of character lipsync for the animated short film "*The Idiots*" by Allan Sieber
- Worked on painting and lipsync character animation for the animated short film "*Knight Jorge*" by Otto Guerra

EDUCATION

- **Bachelor's Degree in Social Communication, option Publicity**
Catholic University of Rio Grande do Sul
Porto Alegre – Brazil (4 years) **1998**

CERTIFICATIONS

- Game Designer at Itecom (Paris – France) **2005-2007**

ADDITIONAL TRAINING

- Udemy - Maxscript for Artists - Tito Petri (December) **2015**
- Ecole George Melies - Master Class Chris Landreth (42 hours) **2011**
- Gobelins Summer School - Character Animation (july – Maya - Paris) **2009**
- Isart Digital - 2D animation (from april to july – Paris) **2009**
- Special effects theory course (37 hours, Mega Studio, São Paulo) **2000**
- Maya beginner course (40 hours, Federal University of Rio Grande do Sul, Porto Alegre) **1999**
- Video editing (3 months - SENAC de São Paulo) **1992**

INTERVIEW

- *My interview at CG Channel website to talk about my career and my short film Zzzzsleeping Beauty that won CG Channel's first animation contest.* **2009**