

## 3D CHARACTER ANIMATOR

### PROFILE

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

### SKILLS

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

### PROFESSIONAL EXPERIENCE

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| <b>3D Creature Animator - (3DS Max and Maya) (Freelancer)</b><br><b>Bullit Studio</b> – Montreuil – France.  | <b>2018 (Aug/Sept)</b> |
| <ul style="list-style-type: none"><li>• Animate different actions for several animals (bison, rattlesnake, puma, bear, lynx, beaver, deer and eagle) and export to unity for a VR project.</li></ul>   |                        |
| <b>3D Animation Instructor - (3DS Max and Maya)</b><br><b>Itecom Art Design</b> – Paris – France.  | <b>2013-present</b>    |
| <ul style="list-style-type: none"><li>• Teaching the basic principles of animation to first-year students.</li><li>• Explaining how the body mechanics works to second-year students.</li><li>• Familiarizing third-year students with mime, lipsync character animation and acting.</li></ul> |                        |
| <b>3D Animation Instructor - (3DS Max)</b><br><b>Com'Art</b> – Paris – France.   | <b>2014-present</b>    |
| <ul style="list-style-type: none"><li>• Teaching the basic principles of animation to first-year students.</li><li>• Explaining how the body mechanics works to second-year students.</li><li>• Familiarizing third-year students with mime, lipsync character animation and acting.</li></ul> |                        |
| <b>Additional Compositing animator - (After Effects) (REMOTE)</b><br><b>Armazém de Imagens</b> – Porto Alegre – Brazil.  | <b>2016</b>            |
| <p>Animated feature film: "<i>The adventures of the red airplane</i>".</p> <ul style="list-style-type: none"><li>• Responsible for compositing animation and lipsync character animation.</li></ul>  |                        |

**PROFESSIONAL EXPERIENCE (CONT.)**

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- 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 I - "*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) (REMOTE) 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*".

**EDUCATION**

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- **Bachelor's Degree in Social Communication, option Publicity**  
• *Catholic University of Rio Grande do Sul Porto Alegre – Brazil (4 years).* **1997**

**CERTIFICATIONS**

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

**ADDITIONAL TRAINING**

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- 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**

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