

Marcos MENEGHETTI

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3D CREATURE & CHARACTER ANIMATOR

PROFILE

- **More than 10 years experience in character animation.**
- **5 years experience in teaching character animation.**
- **Excellent knowledge of 3D animation.**
- **Good knowledge of modeling, lighting, rigging and texturing 3D objects.**
- **Ability to understand and interpret storyboards.**
- **Able to work alone and collaboratively in team under deadline pressure.**
- **Positive attitude, learn quickly, organized, attention to details.**
- **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 Creature Animator - (3DS Max and Maya) (Freelancer) 2018 (Aug/Sept)
Bullit Studio – Montreuil – France.

- Animate different actions for several animals (bison, rattlesnake, puma, bear, lynx, beaver, deer and eagle) and export to unity for a VR project.

3D Animation Instructor - (3DS Max and Maya) 2013-present
Itecom Art Design – Paris – France.

- 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, lip-sync character animation and acting.

3D Animation Instructor - (3DS Max) 2014-present
Com'Art – Paris – France.

- 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, lip-sync character animation and acting.

Additional Compositing animator - (After Effects) (REMOTE) 2016
Armazém de Imagens – Porto Alegre – Brazil.

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

- Responsible for compositing animation and lip-sync character animation.
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3D CREATURE & CHARACTER ANIMATOR**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 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".

3D CREATURE & CHARACTER ANIMATOR

EDUCATION

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

CERTIFICATIONS

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

ADDITIONAL TRAINING

- Animation Mentor – Creature Animation on Demand **2019**
- Christopher Tedin - CmiVFX - Mythical Creature Animation. **2018**
- Prantik Madhukalya - 3DMotive – Creature Animation workflow. **2018**
- Aaron Blase – Complete Animation Course. **2015**
- Tito Petri - Udemy - Maxscript for Artists. **2015**
- Jason Ryan Webinars (1,2 and 3) and Jamal Bradley – Acting shot. **2014**
- Keith Lango – Video tutorial service. **2013**
- Chris Landreth – Making faces Master Class - Ecole George Méliès (42 hours). **2011**
- Gobelins Summer School - Character Animation (July – Maya – Paris). **2009**
- Isart Digital - 2D animation (from April to July – Paris). **2009**

INTERVIEW

- *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**