

Marcos MENEGHETTI

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3D Character Animator**Objective**

Work as a 3D Character Animator

Professional Experience**Actual job****2013 - 2017 Itecom Art Design school - Paris - France**

- 3D animation Instructor - Level 1, 2 and 3 (3DS Max and Maya)

2014 - 2017 Com'Art school - Paris - France

- 3D animation Instructor - Level 1 and 2 (3DS Max)

Other jobs**2016 Armazém de Imagens - (Imagem Filmes) - Porto Alegre - Brazil**

- Compositing animator - (After Effects) - feature film - "The adventures of the red irplane"

2015 Citron Vache (TimTec) - São Paulo - Brazil

- Compositing animator (After Effects)

Free Online courses - Web Design with CSS3 tutorials

2014 (Association Française pour la Contraception) - Paris - France

- 3D Animator - (3DS Max) - Web series - (2'x6) - Episode II - "Megabit"

2012 Armazém de Imagens (Vida Urgente) - Porto Alegre - Brazil

- Animator - (After Effects) - Flower and the butterfly

2011 Citron Vache (Bossanovafilms) - São Paulo - Brazil

- Assistant animator - final breakdowns of motion and details and facial animation (Maya)

3D animated brazilian television series "Caco e Dado" (3'x20)

2010 TeamTo – Paris – France

- Prelight CG artist - (3DS MAX, Maya and Photoshop) – television series "Oscar & Co"

2009 MT Software - Paris – France

- Modeling, texture and animation for pedagogic videos representing the assemblage of scaffoldings (3DSMax and Photoshop)

2008 ClaudiusCity Project - Saint-Denis - France

- Modeling, texture and character animation of a new 3D chat with flash interface

(3DS Max and Photoshop)

2005 -2007 Studio Matamore – Pantin – France

- 2D Digital compositing, 3D animations

(After Effects, 3DS Max, Softimage)

2005 Def2shoot - Paris - France

- Short animation film 'Imago ' by Cedric Babouche - training period (painting and 3D animation)

(Photoshop, 3DS Max)

Formations

Diploma

1998 - Social Communication Superior Course, option Publicity – Catholic University of Rio Grande do Sul, Porto Alegre (Brazil, 4 years)

Extra Formation

2011 - Ecole George Melies - Master Class with Oscar Winner Chris Landreth (42 hours)

2009 - Gobelins Summer School - Character Animation (july - Paris)

2009 - Isart Digital - 2D animation (from april to july - Paris)

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

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.

Skills

Drawing: Rough, storyboard

Video: Edition, animatic (After Effects, Adobe Premiere)

3D: Modeling, texture, lighting, rigging and animation (3DS Max, Maya, Softimage)

DTP: painting, compositing (photoshop, After Effects)

Sound: mixer (Sound Forge)

Language

Portuguese (maternal language), french, english and spanish.

Interests

Movies, cartoons, music, video game, miniatures, magic tricks and martial arts.