

3D Animator with 4 years of experience, a Design graduate from 2020, based in Maranhão, Brazil. Passionate about animation and crafting engaging characters and stories filled with humor and memorable moments. Known for being collaborative, adaptable, and reliable, with the ability to handle tight deadlines and diverse team dynamics while maintaining composure and efficiency under pressure.

Work Experience

Oct. 2024 – Nov. 2024 – Freelance 3D Animator – Ativaz Produções

Character animator for the short film Noiva De Alabastro.



Sept. 2021 – Dec. 2023 – 3D Animator – Algetec Tecnologia Indústria E Comércio Ltda

Development of animations for virtual laboratories for virtual reality training with a focus on higher education.

Basic modeling and rigging.

Sept. 2023 – Oct. 2023 – 3D Animator – 33 Entretenimentos e Prod. Art. Ltda

Character animator of animated series for streaming service.



June 2023 – Aug. 2023 – Freelance 3D Animator – Lightfarm

Crowd animation and extras for the game Project Gotham Racing.

Documentary film showing the action of the medicine inside the human body under a microscopic perspective.



May 2022 – Mar. 2023 – 3D Animator – Big Studios Content Hub

Character animator on TV series Glitter Model - Season 5, aired on the Disney Channel.



May 2021 – Sept. 2021 – Freelance 3D Animator – Gym Wp App - Academia E Musculação

Character animator and training equipment for app.

Education

Aug. 2017 – July 2020 – Bachelor of Design

Ceuma University

Jan. 2019 – Jan. 2020 – 3D animation – Voo Solo

Introduction to maya, animation principles & fundamentals, body mechanics and acting performance.

Software and Skills

- Maya, Blender, Cinema 4D, Unreal Engine, Premiere Pro.
- Animation: understanding and use of 'Animbot', 'Tween Machine' and 'Studio (pose)' Library.
- Rigging/Modeling: basic prop rigging and basic hard surface modeling in Maya.
- Layout: understanding of camera angles, lens sizes, composition, perspective and depth of field.

Professional Development

Mar. 2024 – Apr. 2024 – 2D Animation – Dermot O' Connor

Delays, overshoots, and leading gestures to create looser, more realistic movement; draw different mouth shapes for male and female characters; create different styles of walks such as staggers; and more.

Nov. 2022 – Dec. 2022 – Advanced Animation: Separating Performance from Mechanics – Aaron Blaise

Introduction + creating performance, timing charts for animation, using live action reference + interaction with props, layering complex mechanics with acting.

Oct. 2021 – Nov. 2021 – Advanced 3D character animation – Kike Oliva

Creating an idea, layout and blocking, spline and refinement, polishing and rendering.

Mar. 2020 – Apr. 2020 – Animation Lesson – Aaron Blaise

Fundamentals of Animation: solid drawing, squash & stretch + timing, anticipation, follow through & overlapping action, arcs, slow in & slow out, straight ahead & pose to pose, staging, secondary action, exaggeration, appeal, bipedal walk, biped run.

Languages

Português: Native

English: Intermediary