

PERSONAL STATEMENT

I'm a 29 years old Freelance illustrator and character design from Brasil based in Minas Gerais. My passion for drawing and painting started early on my childhood, the first steps was taught by my father. With movies and games this begin to grow more, so I begin to learn 3D, this passion become my job. After a while I realized my dream to make a short film, called Bussola.
 Started a group on my city called Illustrated Cheese, with the intention to put together all the talents of my city to drink and draw!

Already have worked on studios and as a freelance artist, making concepts for games and films, my clients are from countries Brazil, Romania, Greece, USA and Denmark. I'm ready for visiting other countries if needed.

MY SPECIALITIES

- Character concept
- Illustration
- Interior / Architectural drawing
- Digital Painting
- Hand Drawing

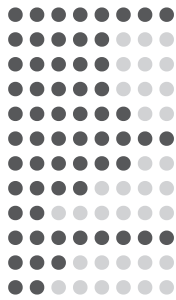
EDUCATION

- From February 2014 to June 2014
 Character Design.
 Gnomon School of Visual Effects.
- From 2004 to 2010
 6 years of Visual Arts
 Federal University of Uberlândia.

SKILLS

01 Computer

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere
- Adobe Flash
- 3D Max
- ZBrush
- Sketchbook Pro
- Maya
- Paint Tool Sai
- HTML & CSS
- Computer Languages



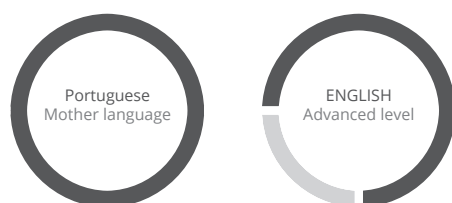
02 Knowledge

- Character Design.
- Anatomy.
- Color theory.
- Photomanipulation.
- Tradicional Painting.
- Basic in psychology.

WORK EXPERIENCE

- 2015 - Now
 Concept Art & Illustration.
 Character Design, environment and illustration for games.
 Freelance
- 2015
 Concept Art
 Character design, interior design, environments for the Project Discord
 3D Brothers - Romania
- 2011-2015
 3D/2D Generalist
 Illustration, art design, motion graphic for games and Online Education.
 Prisma FS - Brazil
- 2009-2011
 3D/2D Generalist
 Concept art, character art, animation for indie games.
 Cedro Games - Brazil

LANGUAGE SKILLS



HOBBIES & INTERESTS

