

Marcos MENEGHETTI

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3D CHARACTER & CREATURE ANIMATOR

PROFILE

- More than 10 years' experience in character animation.
- 6 years' experience in teaching character animation.
- Excellent knowledge of 3D animation.
- Good knowledge of modeling, lighting and rigging.
- Ability to understand and interpret storyboards.
- Passionate, positive attitude, learn quickly, well organized, attention to details.
- Able to work alone and collaboratively in team under deadline pressure.
- Languages: 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 (beginner)

PROFESSIONAL EXPERIENCE

3D Character Animator - (3DS Max) 2019-2020
Blue Spirit Canada – Montreal – Canada

- Worked closely with the supervisor to create a high quality 3D character animation for TV series *Tom Sawyer* and *Zoom the White Dolphin*.

3D Animation Instructor - (3DS Max and Maya) 2013-2019
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) 2014-2019
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.

PROFESSIONAL EXPERIENCE (CONT.)

- 3D Creature Animator - (3DS Max and Maya) - Freelance** **2018**
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 AR project.
- 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.
- 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 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 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 conform to render.

3D CHARACTER & CREATURE ANIMATOR

PROFESSIONAL EXPERIENCE (CONT.)

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| 3D Generalist /Animator – (3DSMax and Photoshop)
ClaudiusCity Project –Saint-Denis – France | 2008 |
| <ul style="list-style-type: none"> • Responsible for modeling, texturing and character animation of a new 3D chat using a <i>Flash</i> interface. | |

CERTIFICATIONS

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| <ul style="list-style-type: none"> • Bachelor's Degree in Social Communication, option Publicity
Catholic University of Rio Grande do Sul Porto Alegre – Brazil (4 years) | 1997 |
| <ul style="list-style-type: none"> • The Complete 2020 Web Development Bootcamp
Full-stack web developer – Udemy Online Course (in progress) | 2020 - ... |
| <ul style="list-style-type: none"> • Game Designer
Itecom – France (2 years) | 2005-2007 |

ADDITIONAL TRAINING

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| <ul style="list-style-type: none"> • Animation Mentor – Creature Animation on Demand | 2019 |
| <ul style="list-style-type: none"> • Christopher Tedin – CmiVFX - Mythical Creature Animation | 2018 |
| <ul style="list-style-type: none"> • Prantik Madhukalya – 3DMotive – Creature Animation workflow | 2018 |
| <ul style="list-style-type: none"> • Aaron Blase – Complete Animation Course | 2015 |
| <ul style="list-style-type: none"> • Tito Petri - Udemy – Maxscript for Artists | 2015 |
| <ul style="list-style-type: none"> • Jason Ryan Webinars (1,2 and 3) and Jamal Bradley – Acting shot | 2014 |
| <ul style="list-style-type: none"> • Keith Lango – Video tutorial service | 2013 |
| <ul style="list-style-type: none"> • Chris Landreth – Making faces Master Class – Ecole George Méliès (42 hours) | 2011 |
| <ul style="list-style-type: none"> • Gobelins Summer School – Character Animation (July – Maya – Paris) | 2009 |
| <ul style="list-style-type: none"> • Isart Digital – 2D animation (from April to July – Paris) | 2009 |

INTERVIEW

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| <ul style="list-style-type: none"> • I gave an interview at <i>CG Channel</i> website to talk about my career and to present my short film '<i>Zzzzsleeping Beauty</i>' that won <i>CG Channel's</i> first animation contest. | 2009 |
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References available upon request.