

MARCUS VINICIUS

CHARACTER ANIMATOR

DETAILS

ADDRESS

SP
Brazil

PHONE

55 12 99778-3444

EMAIL

marcusvca.animator@gmail.com

NATIONALITY

Brazilian-Portuguese

SKILLS

Autodesk Maya

Toon Boom Harmony

Adobe Photoshop

Adobe Premiere

LANGUAGES

English C1



Portuguese



EMPLOYMENT HISTORY

3D Animator , NMBRS

Mar 2024 — Present

- Contributed to multiple cinematics and game trailers, delivering animation for fast-paced and action-driven sequences
- Handled layout tasks, establishing camera composition, staging and shot continuity
- Collaborated closely with directors and team members to align animation with the project's vision

3D Animator , Lightfarm

Sept 2024 — Sept 2024

- Contributed to a short film for Blizzard Entertainment introducing the new Juno character for Overwatch
- Delivered stylized character animation on 2's, achieving clarity of motion and a graphic look

3D Animator , Roof Studio

Apr 2024 — May 2024

- Worked on a stylized project emulating a stop-motion aesthetic
- Animated on 2's to replicate the timing and feel of traditional stop-motion animation and organic feel of the clay materials
- Developed walk cycles for crowd characters

3D Animator, Lightfarm

Jul 2023 — Sept 2023

- Worked on " Play Again", a short film project for Microsoft directed by Zen Pace
- Delivered a complex performance-driven shot featuring multiple characters

3D Animator, Vetor Zero

Oct 2022 — Nov 2022

- Contributed to a commercial project for "Shopping Iguatemi"
- Iterated quickly through feedback from director and supervisor, maintaining quality under tight commercial deadlines

2D Animator, Lightstar Studios

Mar 2022 — Jun 2022

- Worked on "FIXED", directed by Genndy Tartakovsky
- Delivered stylized, hand-drawn animation aligned with the film's cartoony direction
- Created timing charts to guide inbetweening and support the cleanup department workflow

2D Animator, Birdo Studio

Nov 2020 — Dec 2020

- Worked on a series pitch for Netflix
- Was responsible for handling multiple characters in an action-packed scene

EDUCATION

3D Animation Program, Animschool

USA

Jan 2021 — Dec 2022

Associate of Arts - 3D Animation Design, Faculdade Méliès

SP, Brazil

Jan 2019 — Dec 2021