

Rogério Souza Britto

Brazilian, single, 19/10/1973.

Street: Rodolfo Marin, 138 – Imirim- Postal:02469-060- São Paulo – SP.

Phone: +55(11) 98173-5386 E-mail: brittoster@gmail.com

portfolio: www.rogeriosbritto.com

Objective

3D Character Animator

Summary Skills

- Expertise animating characters to Feature film called Tarsilinha(coming soon), TV series called Mundo Ripilica, Diário de Pilar, Glitter Models(*Mono Studio Animation - Brazil*)
- *Worked like character animator remote to feature film called Advanced Force 5 VUDU Stream(3Dar Studio - Argentina)*
- Expertise animating characters and props for Feature Films like *Sheep and Wolves and Snow Queen 3(www.wizart.com - Russia)*.
- Worked like character animator remote to Advertisements,TV series like: Dino Aventuras Season 1 and Season 2 (*Hype.CG- Brazil*)
- Doggy Day School; SOS FadaManu(*LightstarStudios- Brazil*), Fishonaut(TV Pinguin - Brazil)
- *Worked like character animator remote to feature film The Stolen Princess(Animagrad Studio - Ucrainian)*
- *Create layout and composting part 2 and part3 to Feature Film Uma História de Amor e Fúria(LightstarStudios).* .
- *Animation characters and props for gaming: runs, walkings, dancings and cinematics.(www.ortizgaming.com - Brazil)*

Education

Graduated – Technology Web Developer

Uninove

Experience

Freelancer

Animator 3D

Actual

Mono Studio Animation

Animator 3D

10/2016 to 10/2019

IGS - Gaming Solution
Animator 3D e 2D, Rigger
07/2013 to 10/2016

TV Penguin
Animator 2D
04/2013 to 07/2016

Wizart Animation
Animator 3D Remoto
10/2015 to 04/2016

Hype.CG
Animator 3D Remoto
03/2015 to 07/2015

Sesc -SP
Workshop create character with Blender 3D
11/2013

Lightstarstudios
Supervisor CG
04/2012 to 10/2013

Artacademia
Teacher basic course Autodesk Maya create characters production.
11/2009 to 09/2012

Lightstarstudios
Compositing scenes and animation 3D e 2D digital
08/2008 to 11/2009

Batpro
Generalist 3D
10/2007 to 08/2008

Cushman Wakifield
Supervisor Adm.
1997 to 2007

Softwares

Blender, Maya, Toonboom, 3Dmax, Modo

Language

English-Reasonably