



I've started my carrier as a Computer Instructor in a company in São Paulo, shortly thereafter I became a supervisor there. One and half year later, WRC Studio invited me to work in pos-production and edition area. I stayed there around 2 years, working with VFX, making opening titles and TV advertisements there. In 2005, I did a 1 year course on Cinema and 3D animation there, I learned all of steps in order to make a 3D project, although I decided to specialize in animation. At the end of course I produced my first demoreel that won the 3D4all.org's front-page. After, Casablanca Animation invited me, in order to work as character animator with them. I made a new demoreel, that won the front-page again. In 2008, I moved to Rio de Janeiro to work at Globo TV (where I'm now), as 3D animator. I've started to animating some characters for Carnaval and animating Eva Byte (Virtual Reporter), I was transfered to R&D at Globo TV, also as an animator, where I'm animating 3D characters.

Personal Profile

Name: Michel Silva de Lima
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Objective

Position as Character Animator 3D.

Skills

Softwares: 3D Max, Maya, XSI, MontionBuilder, After Effects, Photoshop e Primeire
Skills: Modelagem (Basic), Riggim – Maya e MotionBuilder (Advanced) e Skin – Maya (Advanced)

Professional Experience

2007 – 2011 TV Globo
Function: Character Animator
2006 – 2007 Casablanca Animation
Function: Character Animation
2004 – 2005 WRC Audio Visuais Ltda
Function: Pos-Production
2003 – 2004 Futura Informática
Function: Computer Instructor

Education

2009 – Impacto Quadrinhos
Description: Course about comics draw.
2009 – Brasas Course
Description: English Course
2007 – Creating Bealivable Characters in Animation – Mark Walsh
Description: workshop com Wark Walsh (Pixar)
2005 – Melies Escola de Cinema 3D e Animação
Description: Voyage - Course about how to make a Short film in 3d
2005 – Melies Escola de Cinema 3D e Animação
Description: Digital Modeling with Alex Oliver
2003 – Impacta Tecnologia
Description: Game developer Course
