

# Michel Lima

Character Animator

I've started my carrier working with VFX, making opening titles and TV Ads. In 2005, I've started a 1 year course on Cinema and Animation, I learned all of steps so as to make a 3D project, although I decided to specialise in character animation. Casablanca Animation invited me, in order to work as Character Animator. I was responsible for character/creature animation for Ads, I learned a lot, mainly stay aware of deadlines and schedules, they are too tight, by the way. In 2008, I moved to Rio de Janeiro (Brazil) to work at Globo TV, as 3D animator. I've started to animate some characters for Carnaval and I could animate Eva Byte (Virtual Reporter) also. I moved to R&D division at Globo TV, I worked closely with my director as animator and rigger, where I could animate and rig 3D characters for games. Three years later, I went to Paris (France) so as to study character animation at Gobelins. When I came back I moved again to Art department (sport division), working as animator and rigger in a good team, making Ads and open titles for soccer-ball and Formula1. Since I've started working at Globo TV, I won three awards for teamwork, one for creativity and three Promax awards (2014 Gold Winner - Global Excellence Promotion, Marketing & Design Awards / 2014 Silver Winner - PromaxBDA Latin America Awards / 2012 Gold Winner - PromaxBDA Design Awards - Global Excellence)

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<b>Personal Profile</b>	Date of Birth: June 04, 1986 Nationality: Brazilian Phone: +55 21 99343-0429 Email: contact@band3d.com skype: michelbest linkedin: michelband Portfolio Online: <a href="http://www.band3d.com">http://www.band3d.com</a>
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<b>Objective</b>	Position as Character/Creature Animator
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<b>Skills</b>	Animation: Body Mechanics, Facial Animation, Props and Creatures Softwares: 3D Max, Maya, XSI and MotionBuilder Plus: Rigging - Maya/MotionBuilder (Advanced), Skin - Maya (Advanced), MelScript (advanced) and Python (Beginning)
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<b>Professional Experience</b>	2007 - 2014 TV Globo Function: Character/Creature Animator and Rigger 2006 - 2007 Casablanca Animation Function: Character/Creature Animation 2004 - 2005 WRC Audio Visuais Ltda Function: Pos-Production
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<b>Education</b>	2012 - iAnimate.net Description: Featured Animation 2012 - CG Workshops Description: Character Facial Rigging 2011 - Gobelins Description: Animation Summer School 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 Mark 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
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