

Leandro Martins - Character Animator

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Birth date 01/01/1979

Objective

I am interested in a position as animator in hopes of helping a team bring exciting stories and characters to life. I'm happy to travel anywhere to work on site and also available to work remotely.

Work experience

June 2014 – Present

nWave Digital – Brussels/Belgium

Position: Character Animator

Working as a character animator on feature films.

October 2013 – May 2014

Lobo / VektorZero – São Paulo/Brazil

Position: Freelancer Character Animator

Working as a freelancer character animator on commercial films.

July 2013 – October 2013

Self Employed – São Paulo/Brazil

Position: Animator

Working as a freelancer animator.

October 2007 – August 2011

GLU Mobile Brazil – São Paulo/Brazil

Position: Lead Artist

Acting as team leader and creating animation, illustration and concept art for games.

March 2005 – September 2007

Sputnik e o Caramba (Illustration/Animation Studio)

Position: Animator/Illustrator

Creating animation and illustration for books, ads and games.

August 2004 – March 2005

Euro RSCG 4D Interaction – São Paulo/Brazil

Position: Art Director

Creating layouts, motion graphics and illustration for digital and printed advertisements.

April 2003 – February 2004

Euro RSCG 4D Interaction – São Paulo/Brazil

Position: Art Director

Creating layouts, motion graphics and illustration for digital and printed advertisements.

October 2002 - February 2003

Modem Media Brazil – Sao Paulo/Brazil

Position: Art Director/Creative Director

Creating layouts, motion graphics and illustration for digital and printed advertisements.

July, 1999 - October, 2002

TV1 Multimídia – São Paulo/Brazil

Position: Art Director

Creating layouts, motion graphics and illustration for digital and printed advertisements.

January 1999 - July 1999

Machine Publicidade Propaganda e MKT – São Paulo/Brazil

Position: Designer

Creating layouts, motion graphics and illustration for digital and printed advertisements.

June 1996 - January 1999

Animae Marketing e Comunicação – São Paulo/Brazil

Position: Intern/Designer

Creating layouts, motion graphics and illustration for digital and printed advertisements.

Education

2014 - 2014

Animsquad/Expert Acting Workshop - Animation workshop focused on Acting mentored by Malcon Pierce (Walt Disney Animation Studios)

2011 - 2013

Animation Mentor - Diploma in Advanced Character Animation Studies mentored by Anthony Wong (Pixar), Ray Ross (Blue Sky), Steve Cunningham (Dreamworks), Dimos Vrysellas (Topix), Scott Lemmer (Dreamworks) and Sean Sexton (Dreamworks)

2013

Animation Mentor - Lighting your shot workshop mentored by Eli Rod (Dreamworks).

2009

Escola São Paulo – São Paulo/Brazil. Street graffiti course taught by the **Loro Verz**, artist and cartoonist.

2008

Altamira Studio – São Paulo/Brazil. Traditional 2D watercolor course taught by the master **Gonzalo Cárcamo**, fine-artist and illustrator.

2005 - 2006

Animanga – São Paulo/Brazil. Traditional 2D japanese animation course taught by **Makoto Mastumura**, former **Dogakobo Studio** animator in Japan, covering all the fundamentals on character and natural effects animations, as well as clean up on paper and composition using **Core Retas** Software package.

2004

Gnomon School of Visual Effects – Los Angeles/EUA. Production Design I and II courses taught by **Feng Zhu (ILM)**, **Hong Ly**, **Bruce Berkey** and **Jim Schlenker (Disney)**, covering fundamental techniques and concept design for games and films.

2002 - 2002

Figure Modeling Training with Olyntho Tahara – São Paulo/Brazil.
Traditional figure modeling workshop taught by master Olyntho Tahara the modeler of the stop motion animation studio, Coala Filmes.

1998 - 2001

Armando Alvares Pentead Foundation – FAAP – São Paulo/Brazil.
Undergraduate in **Industrial Design** with major in Product Design.

Skills

- 3D and 2D Animation
- Basic Rigging
- Basic Programming (Mel and Python)
- Light and Compositing
- Illustration and Concept

Software Knowledge

- Autodesk Maya
- Nuke
- TVP Animation
- Core Retas
- Toon Boom Studio
- Flash
- Photoshop/ Illustrator
- Painter

Languages

English – Fluent oral and written communication skills.

Japanese – Basic oral and written communication skills.

Portuguese – Native language.

Awards & Honors

Winner of the **Mentor Choice Award 2013** in recognition for the highest achievement for character animation by Animation Mentor.

Featured on the 2013 Animation Mentor Student Showcase with the animation test "**Showdown**".

Shortlist at 2003 **Cannes Festival** with the web banner "Sensor", proposed by Euro RSCG Interaction to be used by Citroën.

Shortlist at 2003 **Cannes Festival** with the web banner "TIM Experience", proposed by Euro RSCG Interaction to be used by TIM, a telecommunications operator company.

Winner of **Galo de Ouro** at Gramado Movie Festival in 2003 with the web banner "TIM Experience", proposed by Euro RSCG Interaction to be used by Telefonía Móvel TIM, a telecommunications operator company.

Finalist at **2002 LIAA** (London International Advertising Awards), competing with the web banner "Cigarro" which was proposed by TV1.com to be used by the Brazilian Health State Department.