

INFORMAÇÃO PESSOAL

André Lages Miguel

 Rua Cruz Vale do Seixo, Lote 5, 3020-085 Coimbra (Portugal)

 +351 919872226

 lages.miguel@gmail.com

 <http://be.net/andrelages>

 Skype andrelmiguel

Sexo Male | **Data de nascimento** 10 de Dezembro 1986 | **Nacionalidade** Portuguesa

EMPREGO PRETENDIDO

3d lighting/shading, 3d rendering, motion graphics

EXPERIÊNCIA PROFISSIONAL

01 de Fevereiro 2014–Presente

3D Lighting/Shading/Rendering Artist Trainee

Sketchpixel Multimedia and Visual Effects, Braga (Portugal)

In charge of shading, lighting and rendering of all 3D projects: architectural rendering, animation projects, artistic rendering and post-production. Creation of seamless textures and maps, unwrapping and mapping. Also providing help in After Effects and video projects.

01 de Junho 2012–30 de Outubro
2013

Researcher in 3D rendering

Institute of Systems and Robotic

Department of Electrical and Computer Engineering University of Coimbra Pinhal de Marrocos - Polo II, 3030 COIMBRA - Portugal Coimbra (Portugal)

<http://www.isr.uc.pt>

Creation of architectural 3D scenes with complex light rigs used in real-time applications. Programming shaders to run accurate specular effects on non-planar reflectors.

Creation of real-time Computer Graphics with photo-realistic quality.

01 de Maio 2010–31 de
Dezembro 2013

Freelancer

Pedro Carrilho, Pedro Cazanova, Henri Josh, Dan Maarten, Center of Cinematographic Studies, Método do Dinheiro, Momentos&Emoções, GetLoud, Caminhos do Cinema Português, Chris Alves and other individual entities., Coimbra (Portugal)

3D modelling for architects and architecture students at first. Furniture and product rendering, video production and special effects for professional organizations. Video editing, Photo-realistic rendering. Creation of indoor and outdoor spaces in 3D, promotional videos, 2D and 3D animation.

EDUCAÇÃO E FORMAÇÃO

01 de Setembro 2009–01 de
Julho 2011

Master's Degree

Portugal

Faculty of Science and Technology, University of Coimbra, Coimbra (Portugal)

Study on Three Dimensional Lighting Scenarios Optimization for the generation of refracted Caustics, concluded with the final grade of 18 (out of 20) on 12/06/2011. Final grade of the university degree: 16 (out of 20)

COMPETÊNCIAS PESSOAIS

Língua materna

portuguese

Outras línguas

inglês

COMPREENDER		FALAR		ESCREVER
Compreensão oral	Leitura	Interacção oral	Produção oral	
C2	C2	C2	C2	C2

Níveis: A1/A2: Utilizador básico - B1/B2: utilizador independente - C1/C2: utilizador avançado
[Quadro Europeu Comum de Referência para as Línguas](#)

Competências de comunicação

Good communication skills, international experience as a translator for the Scouts. Public Relations and a member of the collective of freelance artists "Mooverz". Adaptability and excellent team spirit. Member of 355 scouts from Montes Claros for 20 years. Volunteer member in national and international Scout activities. Volunteer member of the festival "Andanças" since 2007. Representative of the Master of Visual Information Technologies.

Competências de organização

Problem solver. Excellent teamwork skills, organization and leadership. Punctual, committed, creative and practical.

Competências técnicas

Excellent knowledge of Adobe and Autodesk graphic applications. Daily usage of Autodesk Maya, Autodesk 3DS, Mental Ray, V-Ray, Adobe After Effects, Adobe Premiere and Adobe Photoshop. Strong interest in music, sports, design, film, photography, 3D capabilities developed by self-initiative during graduation.

Competências informáticas

Proficiency in the use of visual information technologies, particularly in the area of motion graphics, animation and 3D modelling, 3D lighting/shading, video production, development of virtual environments, special effects, photomontage, match moving, motion tracking, photorealism, game development and graphics. Excellent computer skills, experienced computer user in the user's perspective (proficiency in the use of productivity tools), the field of programming languages (C, C++, Visual Basic, Matlab, libraries, game development), software domain Z-Brush, AutoCAD software and calibration of cameras, field editing software, video editing and production of 3D image (Adobe Photoshop, Photomatix, HDRShop, Adobe After Effects, Nuke3D, Camera Tracker, Photomatix Autodesk Maya, Mocha, Blender, 3DStudio Max, Bojou).

INFORMAÇÃO ADICIONAL

Publicações

3d Rendering works featured in CgTuts. Published paper in Grapp'14. Occasional works for two portuguese music labels (Tangente, Murmuro), filming and editing video clips.