



PHILMOGRAFY

Smolik • 8'

vimeo.com/9889991

Yulunga • 5' 46"

Where's My Head • 1' 30"

Spot Monstra Festival 2008 • 46"

Kicks In The World • 20'

EDUCATION

Advanced Training in Character Animation • 2013
(Workshop 6) iAnimate.net

Acting workshop in Commedia dell'Art • 2012
with Nuno Pino Custódio and Sofia Cabrita

Workshop Animation Sans Frontières • 2010
Les Gobelins, Filmakademie, The Animation Workshop, MOME

BA in Sound and Image • 2009
Sup. School of Fine Art and Design of Caldas da Rainha - Portugal

Erasmus • 2009
Animation Course
Birmingham City University/BIAD

Master Class • 2007
with Brothers Quay
Monstra festival

Stop-motion Course • 2005
with Nuno Beato and Lorenzo Degl' Innocenti
Calouste Gulbenkian Fundation

The Sound, Image and Movement • 2004
with Fernando Galrito and Stefan Jurgens
Calouste Gulbenkian Fundation

PROFISSIONAL EXPERIENCE

Illumination MacGuff • 2015
Animator
Projects: Marketing Department

Animais, avpl • 2014
Animation Supervisor
Projects: Gégé

TeamTo • 2013
Character Animator
Projects: Raving Rabbids - Invasion, BABAR and Calimero

Quest Animation (studio) • 2012
Character Animator
Projects: Depressure by David Mourato

University of Fine Art and Design of Caldas da Rainha • 2009 till 2013
Teatcher of Introduction to Animation

Festival Jury
CINANIMA Festival • 2011
Portugal

Tofuzi Festival • 2010
Georgia

DISTINCTIONS

Special Distinction • 2010
SICAF Int'l Animation Film Festival

Best Student Film

RTP Prize - Onda Curta • 2010
Faial Film Festival

Take One • 2010
Curtas Vila do Conde
Best Student Film

Portuguese Young Creators •
2010

Clube Artes e Ideias
Video Category

ZON Prize • 2010
Criativity in Multimedia
Honorable Mention

Young Filmmaker • 2007
CINANIMA festival

OTHER

Casa da Animação • since 2011
(Cultural Association)
Board's administration member

First - Int'l Encounters of Animation Art Students • 2008
Production

LANGUAGE SKILLS

Portuguese
First Language

English
B2 Independent user*

French
A2 Basic user*

**Level of the european common reference*

SOFTWARE SKILLS

Autodesk Maya
Good animation knowledge

Digicel Flipbook
Good animation knowledge

Adobe Photoshop
Basic image manipulation knowledge

Adobe Premiere/ Final Cut
Good editing knowledge