

THIAGO FLORES DA ROCHA

www.thiagoflores.com | mail@thiagoflores.com | +55 11 97630 4514

Bio

I am a 3D animator and CG artist, born and raised in São Paulo, Brazil.

My career began in 2007, when I enrolled for a bachelor's degree in design at the Mackenzie Presbyterian University. During the course, I tried my hand at various art forms and discovered my interest in digital media. Three years later, I put my degree on hold to spend four months in Vancouver, Canada, where I took VanArt's 3D Summer Intensive Course. Back in Brazil, I began working as an art director at an ad agency, where I refined my creative skills. Upon completing my bachelor's degree, I became a freelance motion designer while continuing my education with Animation Mentor's character animation program.

Shortly after, I was hired as a 3D modeler at Big Studios, where I have worked since. There, I have developed my skills in all areas of the production pipeline, from modeling through to compositing. My experience includes animation in Maya and After Effects, modeling in Zbrush, rendering in Arnold and V-ray, and compositing in Nuke.

I am now a professional 3D animator with over two years of experience in the advertising industry. I aim to become the best animator I can be, improving my skills with every new project.

When I'm off work, I enjoy watching movies and football (I'm a huge Steelers fan), playing the drums, and spending time with friends.

Goal

Continue to improve myself each day to become a better animator and help people around me to do always the best we can.

Skills

- Character animation
- Motion Graphics
- Modeling and Texturing
- Compositing
- Some knowledge in Render and Lighting
- Problem Solving
- Team Player

Work Experience

July 2013 – present

Big Studios, São Paulo, Brazil

3D Animator and CG Generalist

- Character Animation
- Camera Setup
- 2D Motion Graphics Animation
- Characters and props modeling and texturing
- Compositing
- Rendering and Lighting

May 2013 – July 2013

Grupo RAI, São Paulo, Brazil

Motion Designer

- 2D Motion Graphics Animation
- Film Editing
- Video Case Creation

February 2011 – December 2011

Fábrica Comunicação Dirigida, São Paulo, Brazil

Art Director

- Layout Creation
- Photo editing
- Advertising campaign creation
- Storytelling

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Education

November 2014

AnimSquad
Basic Online Workshop

March 2014

Animation Mentor
AN03 – Body Mechanics Advanced
AN02 – Body Mechanics
AN03 – Animation Basics

July 2012

Universidade Presbiteriana Mackenzie
Bachelor Degree in Design

August 2011

VANARTS (Vancouver Institute of Media Arts)
3D Summer Intensive Program