

Angela Sequeira CV

REEL: <http://vimeo.com/108749356>

SITE: <http://www.angelasequeira.com/index.html>

Summary: 6 years working on TV Channel Idents, Commercials and Animation.

Specialties: 3D Generalist

EDUCATION

Equipment Design at Faculty of Fine Arts, Lisbon University - 2002 – 2008

Techniques of Programming for WEB (HTML, Javascript and CSS) at Faculty of Social and Human Sciences, Universidade Nova de Lisboa - 2014

WORK EXPERIENCE

Freelancer - 3D Generalist - MEDIAPRO Portugal

October 2011 – August 2015 (3 years and 11 months) - Porto

3D Animation for Porto Canal (TV Channel) - Branding, Bumpers, Title Sequences, Set Design and Advertising Campaigns

3D Creator / Designer / Animator - Cave 6 Studios, Lda.

December 2010 – July 2011 (8 months) - Oeiras

Character design, Environment creation, Modeling, Texturing, Rigging, Skinning, Animation, Hair, cloth and particle symulation, Ligthing Rendering, Composition, Post production, Mocap (clean and edition) - TV Commercials, Trailers, Short Film

Professional Internship - 3D Animator / Modeler - Cave 6 Studios, Lda.

December 2009 – November 2010 (1 year) - Lisbon/Oeiras

Character design, Environment creation, Storyboard, Modeling, Texturing, Rigging, Skinning, Animation, Particle symulation, Ligthing Rendering, Composition, Post production, Mocap (clean and edition) - TV Commercials, Trailers, Short film

Freelancer - MAISIMAGEM-Comunicação Global Lda.

October 2009 – October 2009 (1 month) - Lisbon

3D Visualisation - Expository Stand

Freelancer - Etér

September 2009 – September 2009 (1 month) - Évora

2D Animation - book film

Freelancer - Mola / ShowOff Filmes

July 2009 – August 2009 (2 month) - Lisbon

Modeling, Animation, LipSync, UV mapping, Previz - TV commercial, Title sequence

Freelancer - Ponto i

April 2009 – May 2009 (2 months) - Cascais

Interior Design - Hurley Shop at Dolce Vita Tejo

Freelancer - Intuition Events

February 2009 – March 2009 (2 months) - Lisbon

Editorial Design, Web Design

Freelancer - Ourique Town Hall

March 2008 – April 2008 (2 months) - Ourique

Expository Stand - Ovibeja 2008

Freelancer - Évora Town Hall

March 2008 – April 2008 (2 months) - Évora

Expository Equipment Design - Eborá Megalith Interpretive Centre at Remedies Convent

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SKILLS

Animation and Motion Graphics
3D Modeling, Texturing
Rigging, Skinning
Character and Set Design
Visual Effects
Cloth, Hair, Mass Simulation
Particle Effects
Fluid and Fume Effects
Mocap Edition
3D Lighting and rendering
3D visualization
HTML 5, CSS3, JavaScript
MAXScript

SOFTWARE main

Autodesk 3d Studio Max (3 years)
Maya / Maya LT (2 years)
MotionBuilder (2 years)
Mudbox (5 years)
Adobe InDesign, Illustrator, Photoshop, Premiere, After Effects
NaturalPoint OptiTrack - ARENA (body and prop Mocap) and Expression (Facial Mocap) (2 years)
AutoCAD, DWG TrueView and Design Review (3 years)

SOFTWARE that I've used at specific projects

Unity
MessiahStudio
Houdini
RealFlow
Naiad
Roadkill
XSI Lagoa

PLUGINS that I've been using

V-Ray, mental ray, Corona Renderer, Pixar's RenderMan
Phoenix FD, Pulldownit, Sitni Sati - FumeFX, PFlow, Pflow baker, Thinkbox - KRAKATOA, MassFX,
MultiScatter, Ivy Generator, Grass-O-Matic, Exlevel - GrowFX
Di-O-Matic, AdvancedSkeleton
Qualoth, Mcloth, Cloth
Hair and Fur, FurryBall
OpenPipeline, FileTextureManager, Outliner, ModMod Zorb
Rappatools
AR-media Augmented Reality Platform

PERSONAL DETAILS

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