

RESUME's

MATTOS, FELIPE

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OBJECTIVE

Learn more and gather acknowledgment in Lighting, Shading to apply to Movies and TV Advertising

PROFILE

I am a 3D artist with 6 years of experience in lighting / modeling and post production

CITIZENSHIP / DATE OF BIRTH

I was born in Brotas, São Paulo, Brazil, on July 31st 1981

EDUCATION

1998 Script and Director of Photography Workshop (Film and TV Series) - São Paulo

1999 - 2002 - Metodista University of Piracicaba, Bachelor in Broadcasting

Autodidact in Boujou / MatchMover since 2003

Autodidact in Maya modeling / shading / lighting / FX since 2003

PRODUCTION EXPERIENCE

VETOR ZERO - São Paulo, Brazil - Feb/2003 to Present

Hired as generalist, at present specialized in Lighting & Shading. Experienced with MentalRay, Turtle and Renderman Studio user. Site: www.vetorzero.com

KEY SKILLS

Excellent problem-solving and decision-making skills

Good communication and teamwork skills

Ability to work under pressure and tight deadlines

Ability to interpret ideas and generate solutions to make the ideas possible

LANGUAGE SKILLS

Portuguese / English

SOFTWARE KNOWLEDGE

Maya / Mental Ray / RenderMan / Turtle / Photoshop / Shake / Digital Fusion / After Effects /

Premiere / Boujou / Matchmover / Microsoft Office / Illustrator / Windows / Mac OS

WORK REFERENCES

Roberto Hradec - Lead Shader, Radical Games, Vancouver, Canada

Gustavo Yamin - CG Supervisor, Image Engine, Vancouver, Canada

Helio Takarashi - Lead Character Animation, Vetor Zero, São Paulo, Brazil

Yuri Lementy - Character Animation, Vetor Zero, São Paulo, Brazil

Olivier Soares - Program TD, Weta, New Zealand

HOBBIES

Photography, Remote-controlled nitro cars, CG 3D, Soccer

PERSONAL PROJECTS

"Nissan Cars" - Modeling/Lighting/Shading/Rendering/Composition - work in progress

"Diamantina" - Modeling/Lighting/Shading/Rendering/Composition

"Cellar" - Modeling/Lighting/Shading/Rendering/Composition

"Computer room" - Modeling/Lighting/Shading/Rendering/Composition

"Stonehenge" - Modeling/Lighting/Shading/Rendering/Composition

TV ADVERTISING

"Toyota Krugar" - Modeling/Lighting/Shading/Rendering, Vetor Zero, 2005

"Mexicana Ptero" - Modeling/Lighting/Rendering/Tracking/FX, Vetor Zero, 2005

"Skank video clip" - Modeling/Lighting/Rendering, Vetor Zero, 2006

"Suburbia" - Modeling/Lighting/Shading/Rendering, Vetor Zero, 2006

"Dr Cegonha" - Modeling/Lighting/Shading/Rendering, Vetor Zero, 2006

"Bodega" - Modeling/Lighting/Shading/Rendering, Vetor Zero, 2007

"Mr Rich" - Lighting/Shading/Rendering, Vetor Zero, 2007

"Banda Mundial" - Modeling/Lighting/Shading/Rendering, Vetor Zero, 2007

"Zoo" - Modeling, Vetor Zero, 2007

"Caixa" - Modeling/Lighting/Shading/Rendering, Vetor Zero, 2007

"McDonalds" - Lighting/Rendering/Tracking, Vetor Zero, 2007

"Ford Ecosport" - Lighting/Modeling/Tracking, Vetor Zero, 2007

"Sadia" - Lighting/Shading/Tracking, Vetor Zero, 2007

"Saturn I / II" - Lighting/Shading/Tracking, Vetor Zero, 2008

"Suez" - Lighting/Shading, Vetor Zero, 2008

"Globo" - Lighting/Shading/Modeling, Vetor Zero, 2009

"Ford" - Lighting/Shading, Vetor Zero, 2009

"HSBC" - Lighting/Shading/Modeling, Vetor Zero, 2009

PUBLISHED and AWARDS

Du Pont - Stash 26 / Zoo Film - Winner Cannes Festival 2006 / 3dtotal.com / cgchannel.com /
cgarena.com / clipland.com / illuminatelabs.com / womag.biz / 3dvf.com