



ROMUALDO AMARAL

3D ANIMATOR
VISUALIZATION ARTIST

BIOGRAPHY

My 3D Character Animation, Layout and Producing/Directing Pipeline, is a combination of mechanical, stylistic and acting skills. I thrive on learning everything about the pipeline to produce an animated film, with a keen involvement in the process of pre-production, production and post-production.

🌐 www.romualdoamaral.com

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☎ 415 261 5727

📍 San Francisco, California

ANIMATION & PRODUCER EXPERIENCE

- **PREVIS ARTIST & ANIMATOR**
DISNEY feature film
Moving Picture Company (MPC)
Los Angeles | 2020 - present
Responsible for Previs Work. Layout, Camera Animation, Character Blocking/Animation
- **PREVIS ARTIST & ANIMATOR**
MARVEL feature film/show
The Third Floor Inc. | Atlanta | 2019
Responsible for Previs Work. Layout, Camera Animation, Character Blocking/Animation
- **LEAD ANIMATOR & DIRECTOR**
Steve's Catch : Animated Series
StudioX | San Francisco | 2017 - 2019
Thesis Project | Director & Producer | Creating Stylized Animation | Layout & Camera for Characters | Leading a team of Story, Visual Development, Modeling, Rigging, Dynamics, Sound & Compositing Artists
- **ANIMATOR**
Grad School Experience
Academy of Art University, SF | 2017 - 2018
Pixar Classes Mentorship
(Creating shots to apply the 12 principles, Physical Performance & Emotion Changes and Character Performance on Animation)

Animation Workflow Training with Neth Nom, Director of short film "Sonder" (Creating an emotion change dialogue shot of animation)

Realistic & MoCap Training with Michael Parks, ex-Pixar Animator (Realistic Animation & MoCap Shot Creation)

Dino Hunt, Animated short film (Responsible for animating complex realistic quadruped creatures with live action plates)

SKILLS

- 3D Character Animation & Layout
- Producer : Animation Pipeline
- Story Artist, Texturing & Lighting, FX & Dynamics
- Coding : Python, MEL, SQL, PHP, ASP, .Net, C/C++, Java, JavaScript, HTML, Visual Basics

WORK EXPERIENCE

- **PREVIS ARTIST & ANIMATOR**
Moving Picture Company (MPC) | 2020 - present

Doing Previs Work and Animating Feature Film from DISNEY Studios
- **PREVIS ARTIST & ANIMATOR**
The Third Floor Inc. | 2019

Doing Previs Work and Animating Feature Films/Show from MARVEL Studios
- **DIRECTOR & ANIMATOR**
Academy of Art University, StudioX | 2017 - 2019

Directing, Producing and Animating the series "Hi, I'm Steve";
Supporting & Animating 2D, 3D and Stop motion producers.
- **TEAM LEADER**
Tea-Time Animation Club | 2018 - 2019

Planning events for members, organize weekly meetings, hosting guest speaker events, working closely with the Academy of Art University, and helping
- **SPECIALIST**
Apple | 2018 - 2019

Providing customers with the best experience of Apple Products and supporting them with how to use Apple products.
- **TRAINEE AND IT ANALYST**
Algar Telecom/Martins | 2012 - 2016

Database, .NET and Visual Basics Programming
Project Manager
Business Analyst

EDUCATION

- MFA in 3D Animation and Visual Effects
Academy of Art University, San Francisco
- Bachelor's in Computer Science
Federal University of Uberlandia

SOFTWARE SKILLS

- Maya, Mudbox, NUKE, V-Ray, Arnold, Shotgun, Adobe Photoshop, Adobe After Effects & Adobe Premiere.