



ROMUALDO AMARAL

3D ANIMATOR |
LAYOUT & VISUALIZATION ARTIST

BIOGRAPHY

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

🌐 www.romualdoamaral.com
✉ romualdo.amaralsilva@gmail.com
☎ +1 (415) 261-5727
📍 Los Angeles, California

3D ARTIST EXPERIENCE

- **ANIMATOR & VISUALIZATION ARTIST**
"Stranger Things", "Lyle, Lye Crocodile", "Ambulance", "Chip N' Dale: Rescue Rangers", "65" and others.
TECHNICOLOR (MPC) / OPSIS LLC.
Los Angeles | 2020 - present
Responsible for Leading the team of the Visualization Department. Create shots for Previsualization, Layout, Camera Animation and Character Blocking/Animation. Support team with Post Visualization techniques as clean plates and add CG elements in the real footage. Final Animation.
- **PREVIS ARTIST & ANIMATOR**
"The Falcon and the Winter Soldier"
The Third Floor Inc. | Atlanta | 2019
Responsible for Previs Work. Layout, Camera Animation, Character Blocking/Animation
- **LEAD ANIMATOR & DIRECTOR**
Steve's Catch : Animated Short Film
StudioX | San Francisco | 2017 - 2019
Director & Producer | Creating Stylized Animation | Layout & Camera | Leading a team of Story, Visual Development, Modeling, Rigging, Animation, Dynamics, Sound & Compositing Artists

SKILLS

- **3D Artist:** Character and Camera Animation | Layout | Visualization Process;
- **Directing and Producing Producer:** Animation and Live Action Pipeline;
- **Pipeline:** Story Artist, Texturing & Lighting, FX & Dynamics;
- **Coding:** Python, MEL, SQL, PHP, ASP, .Net, C/C++, Java, JavaScript, HTML, Visual Basics;

SOFTWARE SKILLS

- Maya, Mudbox, NUKE, V-Ray, Arnold, Shotgrid, PF Track, Syntheyes, UNREAL, Adobe Photoshop, After Effects & Premiere.

WORK EXPERIENCE

- **VISUALIZATION ARTIST & ANIMATOR**
OPIS LLC. | 2021 - present
Lead Position of the Previsualization Department. Support team of Post Visualization and Final Animation Department. Working in many different shows from different studios as Netflix, Warner Brothers, Sony, Paramount and others.
- **VISUALIZATION ARTIST & ANIMATOR**
Technicolor (MPC) | 2020 - 2021
Previs/Postvisualization Artist and 3D Animator from Disney's feature movie "Chip N' Dale: Rescue Rangers".
- **PREVIS ARTIST & 3D ANIMATOR**
The Third Floor Inc. | 2019
Previsualization Artist and 3D Animator from MARVEL's show "The Falcon and the Winter Soldier".
- **DIRECTOR & ANIMATOR**
Academy of Art University, StudioX | 2017 - 2019
Directing, Producing and Animating "Steve's Catch". 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 students improve their work with positive critique.
- **OTHERS**
Apple Specialist: Apple Store San Francisco | 2018-2019
Animation Instructor: Brazil Federal Institution | 2016
IT Analyst: Algar Telecom & Martins Brazil | 2012-2016

EDUCATION

- **MFA in 3D Animation and Visual Effects**
Academy of Art University, San Francisco, 2015-2019
- **Certificate in Directing**
University of California (UCLA), Los Angeles, 2021-present
- **Bachelors in Computer Science**
Federal University of Uberlandia, Brazil, 2007 - 2012