






MATHEUS LIMA


PROFILE


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LANGUAGE SKILLS

PORTUGUESE: Native Language

ENGLISH: Fluent (C2)

SPANISH: Fluent (C2)

FRENCH: Threshold(B1)

ITALIAN: Breakthrough (A2)

SOFTWARES

Toon Boom Harmony 

Storyboard Pro 

Adobe Photoshop 

After Effects, Premiere 

StopMotion DragonFrame 

Maya, 3D Max 

Blender 

Animator/Motion designer

EDUCATION

Lusofona College Master's
Arts of animation
2023 - 2025

UNIVERSIDADE
LUSÓFONA

Animation's artistic and narrative potential, focusing on experimental practices like film production and video mapping. Aimed at innovation and research in animation, highlighting its vital role in art and the audiovisual industry.

University Estácio - Design Course
2018 - 2020

Estácio

In the Design course at Estácio University, focusing on animation, I mastered designing interaction models and pattern libraries specifically for animated content. I studied various personas and archetypes, vital for crafting compelling characters and stories in animation.

Animact Cut-out Traditional School
2020 - 2022


Animact Cut-out Traditional School" course, which honed my skills in traditional and cut-out animation techniques, rigging, and compositing. This training refined my abilities to blend classic animation principles with contemporary practices.

EXPERIENCES

Beach Park Studio -
Storyboard Director -
Animator
2022 - actually



As the storyboard director, I led the creative development for two animated clips, emphasizing the marine life of Brazil with a blend of traditional and cut-out animation techniques. I took on the dual role of animator, bringing the storyboard to life through Storyboard Pro, and animated my work with Toon Boom. Animating my storyboard offered a valuable perspective and taught me about various angles and approaches.

Netflix Farzar - Designer
May 2022 - Jul 2022



Employed cut-out and traditional animation for Netflix's "Farzar," enhancing storytelling through precise rigging and keyframe animation. Utilized Adobe After Effects for compositing and Toon Boom for character development. Collaborated closely with storyboard artists, translating visions into dynamic scenes.

Hoje eu Só volto Amanhã
Animator Contract Job
Febr 2022 - April 2022



In animating a dragon scene for "Hoje eu só volto amanhã," a carnival-themed animation exploring subjective reality, I crafted key frames that highlighted expressive movements and transformations.

Nike Commercial - Animator
Contract Job - 2021



Contributed as an animator to Nike's "New Fairies" commercial, focusing on animation and inbetweening to bring the concept to life. Employed Toon Boom for meticulous frame-by-frame animation, adding depth and fluidity to the narrative. This collaborative effort culminated in a **Bronze win at the Cammies Festival**.

HOBBIES AND PERSONALITY

I'm an animator dedicated to mastering new techniques and elevating my craft, with a keen focus on storytelling and visual innovation. My approach to animation is deeply influenced by my problem-solving skills, striving for creativity and precision in every project. In the realm of personal passions, my love for role-playing games like Vampire: The Masquerade subtly informs my creative process, blending a rich tapestry of narratives into my work.