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www.micheldenis3d.com (Portfolio)

Top Skills

Motion Capture
Leadership
Team Leadership

Languages

Português (Native or Bilingual)
English (Full Professional)
Spanish (Full Professional)

Certifications

CybSafe Certification in Security Awareness
Advanced acting for Animators

Michel Denis

Animator / Lead Animator
Boituva, São Paulo, Brazil

Summary

A seasoned Character and Creature Animator with extensive experience in feature films, advertisements, games, and TV shows. My portfolio showcases my work as a lead animator for feature animation movies and as an animation director for TV shows. My background includes a decade of prior experience in contract and account management, which has honed my skills in prioritization, deadline adherence, project cost management, and customer relationships. Visit my complete portfolio at www.micheldenis3d.com.

Experience

Michel CG Animation

Animator

December 2014 - Present (10 years 1 month)

São Paulo, Brasil

- Providing high end animation for several cool projects, remotely for outsourcing studios around the World.

Reel FX Animation

Character animator

June 2024 - December 2024 (7 months)

- OUTSOURCED BY AGORA VFX, I am freelancer working on an upcoming Sponge Bob movie

Axis Studios

1 year 3 months

Character Animator

December 2023 - May 2024 (6 months)

Glasgow, Scotland, United Kingdom

- Animated key character sequences for a high-profile Clash of Clans project, delivering top-tier quality that exceeded client expectations.

- Contributed to an NDA-protected mocap project, ensuring seamless integration of motion capture data with character performance.

Lead Animator

September 2023 - December 2023 (4 months)

Glasgow, Scotland, United Kingdom

- Led the animation team on a Supercell promotional clip, managing the project from concept to final delivery while maintaining the highest standards of quality and adherence to budget constraints.
- Established animation benchmarks, setting a high standard for quality and style that guided the team's output.
- Collaborated closely with Production and other department leads to ensure smooth project execution and timely delivery.
- Provided mentorship and training to the animation team, fostering a culture of continuous learning and technical excellence.
- Innovated and implemented technical solutions to streamline the animation pipeline, enhancing overall project efficiency.
- Proactively addressed project needs, efficiently delegating tasks and ensuring the team's focus aligned with the studio's objectives.

Character Animator

March 2023 - August 2023 (6 months)

Glasgow, Scotland, United Kingdom

- Created dynamic and engaging character animations for a Clash Royale trailer, showcasing Supercell's iconic characters through keyframe animation.
- Played a crucial role in an NDA-protected mocap project, ensuring high fidelity and accuracy in character movements.

Mikros Animation

1 year 1 month

Lead Animator

July 2022 - March 2023 (9 months)

Montreal, Quebec, Canada

- Led the animation team on the feature film "Paw Patrol: The Mighty Movie," providing detailed animation briefings, technical support, and constructive feedback to ensure the highest quality output.
- Acted as interim animation supervisor, seamlessly stepping into the role during the supervisor's absence, maintaining continuity and overseeing critical project stages.
- Facilitated cross-departmental collaboration with lighting, rigging, and modeling teams, proactively resolving issues and ensuring project milestones were met on time.
- Implemented workflow improvements and technical solutions, enhancing team efficiency and productivity.

- Cultivated a positive team environment by mentoring animators, promoting best practices, and fostering continuous professional development.

Character Animator

March 2022 - July 2022 (5 months)

Montreal, Quebec, Canada

- Played a key role in the pre-production phase of "Paw Patrol: The Mighty Movie," developing animation cycles, creating a comprehensive animation library, and conducting character performance tests to ensure consistent and high-quality animation.
- Collaborated closely with the animation director and other senior team members to establish the animation style and guidelines for the film.
- Contributed to the refinement of character movements and expressions, enhancing the overall visual storytelling and emotional impact of the film.
- Engaged in problem-solving and troubleshooting technical issues, ensuring a smooth pre-production process and readiness for full-scale production.

DNEG

Animator (feature animation)

September 2021 - February 2022 (6 months)

Montreal, Quebec, Canada

- Contributed as a key frame character animator for the feature animation "Under The Boardwalk" from Paramount, delivering high-quality animation that brought characters to life and enhanced the storytelling experience.

Cinesite

Animator (VFX)

May 2021 - August 2021 (4 months)

Montreal, Quebec, Canada

- Outsourced by Agora Studio and directly reporting to Cinesite (VFX division), I worked on two different projects: the live-action movie "Tetris" and a Netflix TV show called "The Last Bus."

Squeeze Studio Animation

Animator

March 2021 - May 2021 (3 months)

Quebec, Canada

- Character animator for Marvel's "What If...?", serie on Disney+, delivering high-quality animations that brought iconic characters to life.
- Collaborated with the animation team to ensure consistency and alignment with the show's creative vision.

Mikros Animation

Animator

December 2020 - March 2021 (4 months)

Montreal, Quebec, Canada

- feature film, Paw Patrol the Movie, from Paramount and Nickelodeon.

Plastic Wax

Animator

November 2019 - December 2020 (1 year 2 months)

Austrália

worked in a triple A project, animating in-game cinematics (Animation of the cameras, mocap and keyframe animation)

Hype Animation

Supervision Animator / Lead Animator / Animation Director / Creative Director

April 2018 - September 2019 (1 year 6 months)

Brazil

- From March 2019 until August 2019 I worked as lead and director animator for some new projects in the studio, as pitches, teasers and cinematics.

- From April/2018 until March/2019 I worked in the TV show Tainá and the Amazon's Guardians, belonging to Nickelodeon, the first season contains 26 episodes with 11 minutes each and a lead-time completed in one year. There were around 50 animators working remotely and spread around the World and I needed to guide them to achieve the same standard required to the show.

Hype Animation

Animator

December 2014 - September 2017 (2 years 10 months)

Porto Alegre e Região, Brasil

- worked as character Animator in the first and second season of the TV show Dino's Adventure belonging to Disney Jr.

START Anima

Character Animator

October 2015 - April 2017 (1 year 7 months)

São Paulo

- Worked as remote Character Animator in the TV show Buzzu in the Intergalactic School, belonging to Universal;

OPEN Alliance Media
Character Animator (remote)
March 2016 - February 2017 (1 year)
Russian Federation

Character animator for the TV show Jinglyks belonging to Disney Channel.
During this time I worked in the episodes: 03, 06, 07, 09 and 10.

Wizart
Character Animator (remote)
July 2015 - March 2016 (9 months)
Russian Federation

- Worked as remote character Animator in two Feature Films (Sheep & Wolves and Snow Queen 3);

Education

The Animation Collaborative
ADVANCED ACTING FOR ANIMATION · (2020 - 2020)

Animsquad
Expert Animation Workshop, Character Animation · (2015 - 2016)

Blue School
Character Animator, Animation · (2013 - 2014)

Proarte
Designer, Visual Arts · (2013 - 2013)

Universidade Paulista / UNIP
Graduate, Marketing · (2010 - 2016)