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Summary

- Character and Creature Animator for feature films, advertisement, games and TV shows;
- Complete Portfolio: www.micheldenis3d.com
- Experience as lead animator for feature animation movies, and as animation director for TV shows
- Before working with animation, I have worked for about 12 years in other positions as contract manager and account manager. Those experiences helped me to develop skills such as a good understanding of priorities, deadline, project cost management, customers relationship and so on.

Experience



Animator / animation supervisor / lead animator

Michel CG Animation

Dec 2014 - Present (9 years 6 months)

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



Senior Animator

Axis Studios

Dec 2023 - May 2024 (6 months)

- worked as character animator for a Clash of Clan project.
- worked in a NDA mocap project.



Lead Animator

Axis Studios

Sep 2023 - Dec 2023 (4 months)

- During this period, I have worked on a Supercell clip.
- Managed and guided the animation team on the project, ensuring the team's output meets the design quality/budget targets set by the Studio and the Head of Department.
- Responsible for individual animation tasks, helping to set the benchmark for the animation quality, style and quote for the given project.
- Together with Production and the other departments Supervisors and Leads, supported the smooth running of the project.
- Acted actively as a mentor and guided the Animation team on the project, ensuring animators were educated through all stages of production, passing on knowledge and methodology on best practice and technique, and making sure the team was supported both artistically and technically throughout their time on the project.
- Contributed for technical solutions to help bring efficiency and general progression to the project animation pipeline.

- Actively monitored and adjusted to the project's needs, taking responsibility for ensuring the problem is solved. Looks to efficiently delegate tasks throughout the team. Puts the outcome for the studio as a whole first.



Senior Animator

Axis Studios

Mar 2023 - Aug 2023 (6 months)

- worked on several shots in a Clash Royale trailer belonged to Supercell (keyframe animation)
- worked on a NDA mocap project.



Lead Animator

Mikros Animation

Jul 2022 - Mar 2023 (9 months)

- Assisting animation team with animation briefing, tech issues support, animation feedback before sending to supervisor and so on, for the feature animation film, Paw Patrol The Mighty movie.
- Used to cover the animation supervisor during his holidays or sick days.
- Regular communication with other areas of the production, as lighting, rig, modeling, assuring problem resolutions and warranting the deadline.



Senior Animator

Mikros Animation

Mar 2022 - Jul 2022 (5 months)

- worked on the pre-production (cycles, library, characters performance tests) for the feature film, Paw Patrol the Movie, from Paramount and Nickelodeon.



Animator (feature animation)

DNEG

Sep 2021 - Feb 2022 (6 months)

- worked as character animator in the upcoming feature animation, Under The Boardwalk from Paramount.



Animator (VFX)

Cinesite

May 2021 - Aug 2021 (4 months)

Outsource by Agora Studio, but answering directly to Cinesite (VFX division), I worked in two different projects, one of them was Tetris a live action movie and the other was a tv show belonging to Netflix called The Last Bus.



Animator

Squeeze Animation Studios

Mar 2021 - May 2021 (3 months)

- worked as character animator on What if, Marvel Disney+ serie.



Animator

Mikros Animation

Dec 2020 - Mar 2021 (4 months)

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

Animator

PLASTIC WAX

Nov 2019 - Dec 2020 (1 year 2 months)

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

Supervision Animator / Lead Animator / Animation Director

Hype Animation

Apr 2018 - Sep 2019 (1 year 6 months)

- 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.

Animator

Hype Animation

Dec 2014 - Sep 2017 (2 years 10 months)

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

Character Animator

StartAnima Studios

Oct 2015 - Apr 2017 (1 year 7 months)

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

Character Animator (remote)

OPEN Alliance Media

Mar 2016 - Feb 2017 (1 year)

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

Character Animator (remote)

Voronezh Animation Studio

Jul 2015 - Mar 2016 (9 months)

- 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

Mentor: Marlon Nowe



Blue School

Character Animator, Animation

2013 - 2014

www.blue-school.com



Proarte

Designer, Visual Arts

2013 - 2013



Universidade Paulista

Graduate, Marketing

2010 - 2016



Universidade Paulista

Undergraduate, Technologist in Administration

2005 - 2008



Cadritech

Character Animation

2013 - 2013

Licenses & Certifications



Advanced acting for Animators - The Animation Collaborative



CybSafe Certification in Security Awareness - CybSafe

Skills

Motion Capture • Leadership • Team Leadership • Pré-visualização de filmes • Pós-produção •
Atribuição de tarefas • Cinematografia • Animação • Animação 3D • Liderança