

Daniel M.C. Alvite

3D character animator

59 Medora road, London - UK - SW2 2LW
+44 (0) 77 2504 5727/ (0) 20 8674 5881

PROFILE

I am highly creative and enthusiastic with great attention to detail. I enjoy working individually or as part of a team. Always keen to new challenges and looking for an exciting opportunity in the animation industry. Advanced technical skills in Maya animation, modeling, good understanding of rigging, .mel scripting, lighting, shading and mental ray. Background in 3D architectural visualization and illustration.

WORK EXPERIENCE

- Aug.2008** - **Bird Studios Animation** – “Limitless 2” project.
Present 3D artist: Animation, modeling, render and composite.
- May.2008** - **Steel Drum Studios** – Comet & Migros ad.
Aug 3D artist: Character animator, modeler and rigger for TV commercials.
- Dec.2007** – **Pinapple Squared, Shepperton Studios** – “Orsum Island” 3D animation TV series.
April.2008 Character animator.
- Sep.2007** - **Bird Studios Animation** – “Limitless 1” project.
Nov 3D artist: Animation, modeling, render and composite.
- Aug.2007** **Uli Meyer Animation LTD** – ‘Domestos’ ad. & ‘Monster Mania’ feature.
3D modeler.
- July.2006** **Production of my Student Short film, “Cabron”**
Creation of models & rigs in Maya; directed sound design.
Honored by Micromovies Bitfilm Festival, Hamburgo-GE. Screened at The National Gallery, London (Sep.07)
- 2004-06** Freelance illustration in retail - Illustrator/ Photoshop.
- 2001-04** **Patriarca Inc. , Sao Paulo-Brazil** - Development of architectural projects & 3D visualization - 3DMax, Strata, Dreamweaver and AutoCad.

EDUCATION

- 2006-07** PG Dip in 3D character animation at Central Saint Martins, London/ UK.
Workshop: Acting & Movement by Director Kitty Winter
- 1996-2001** BA in Architecture, Urban and Landscape. Sao Paulo/ Brazil.

AWARD

- 2006** Short “Cabron” - Micromovies at bitfilm.com festival Germany / Barcelona.
- 2001** Graduation project - Archiprix.org Rotterdam/NE.

SOFTWARE SKILLS

Maya, Softimage XSI, Photoshop, Illustrator, Final Cut, After Effects, Shake.

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Dear Sir or Madam:

I am currently seeking for a 3D character animator position and writing to enquire whether someone with my experience and qualifications would be of interest to you.

Please find enclosed a copy of my C.V. and examples of my work. I would like to draw your attention to a number of aspects, which you might find relevant:

- PG Diploma in character animation at Central Saint Martins.
- Advanced technical skills in Maya animation & modeling.
- Good understanding of rigging, *.mel* scripting, lighting, shading and mental ray.
- Clean up mocap and layered animation experience - 3D TV series.

If you have further questions please do not hesitate to contact me.

I look forward to hear from you.

Yours sincerely,

Daniel M.C. Alvite.

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SHOWREEL BREAKDOWN

- Seq. 1** 3D artist at Steel Drum Studios – Comet & Migros ad.
Character animator, modeler and rigger for TV commercials.
- Seq. 2** Animation, set model, render. Various personal projects.
- Seq. 3** Music video for Alex lloyde - Animation 2D of the birds in two shots.
- Seq. 4** Animation
- Seq. 5** Animation, rigging, texture, set models, render.
- Short “Cabron” - Student project at CSM, 1:30 min animation produced in the last 2 months of the course. Six weeks animating, three weeks pre-production (script, storyboard, animatic, dialogue rec., acting workshop with Kitty winter).
 - Short “Ze Downhill” - Student project, second term task, a single character trying to achieve a difficult task, four weeks animating.
- Seq. 6** Bird Studios Animation – “Limitless” project.
3D artist: Animation, modeling, render, set models, cameras and composite.

Yours sincerely,

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