

CURRICULUM VITÆ

Marcos Bezerra

Largo dos Leões, 51 Apto.703 Humaitá - Rio de Janeiro - RJ.

Birth: 12/11/1972

Place: São Paulo

Nationality: Brazillian

Civil State: Bachelor

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Education

High School - Colégio Salesianos Santa Rosa.

Melies - Escola de Cinema 3D e Animação. (www.melies.com.br)

Professional Experience

TV Record Rio (Record TV), Rio de Janeiro - RJ (Junho/2009 – Setembro/2009)

Videographics Editor (www.recordrio.com)

Freelancer artist for Record TV working for the Post-production's Journalism Department, responsible for the creation and development of vignettes and animations used on various broadcaster's shows.

Rede Globo de Televisão (GloboTV), Rio de Janeiro - RJ (August/2006 – April/2008)

Computer Graphics Analyst (www.redeglobo.com)

Freelancer artist for Globo TV working for the Digital Arts Department, responsible for advertisement animations used on live TV sport events and animations used on the weekly TV show "Fantástico", GloboNews channel, for the 8th Brazilian version of the reality show Big Brother Brasil and Carnival 2009.

Hoplon Infotainment, Florianópolis - SC (August/2005 – December/2005)

2D Artist (www.taikodom.com.br)

I took part of the art team developing textures, effects and 2D art in general of the title Taikodom, a Massive Multiplayer Online Game (MMOG) based in the universe developed for the Hoplon by the science fiction writer Gerson Lodi-Ribeiro. It's an action game modeled in real scale, where players have the freedom to pilot ships and to organize themselves in corporations all inside this "persistent world".

Checkmate Games, Niterói - Rio de Janeiro (March/2005 – May/2005)

2D/3D Artist

I was hired to integrate a team that got together exclusively for the development of the game "Conquista de Titan". I was responsible for the creation and development of textures, effects, 2D art in general and some of the 3D art. It is a 3D multiplayer game that simulates a fictitious space environment serving as stage for a race between two virtual pilots from Saturn to Titan, one of Saturn's moons. This game was developed for Globo TV open-broadcast channel.

Paralelo Computação, Niterói - Rio de Janeiro (July/1998 - December/2004)

Graphic Designer (www.paralelo.com.br)

My role was to produce and develop electronic mockups, animations and perspectives of architectural projects in 3D for enterprises and real estates. I supplied graphic design solutions, developing multimedia presentations and producing sites and hotspots for enterprises, constructors and real estates, among them: Patrimóvel (www.patrimovel-nit.com.br), Gafisa RJ, RG Côrtes, Pinto de Almeida (www.pintodealmeida.com.br), Soter, FioCruz - Fundação Oswaldo Cruz.

Abilities

Teamwork

Easiness to learn new tools and technologies

My main work areas as a 3D artist are: illumination, materials, texturing, shading, modeling and animation

Languages

Fluent English

Fluent Portuguese

Software

Autodesk AutoCAD

Autodesk 3ds Max

Adobe Photoshop

Adobe Premiere

Adobe After Effects

Adobe Dreamweaver

Wondertouch particleIllusion

Personal References

Fabio Policarpo

Senior Software Engineer

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Work:

Double Fine Productions (www.doublefine.com)

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