

Marcos Bezerra

VFX & 3D Artist — AI in Computer Graphics

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VFX and 3D artist with 15+ years building photorealistic environments, set extensions and broadcast graphics for Brazil's leading television networks. Delivered modeling, look development, lighting and render for Globo's Paris 2024 Olympic Games broadcast — a 200M+ polygon photogrammetric reconstruction of Paris landmarks that won a New York Festivals Gold Tower. Currently expanding that craft into AI-driven image and video production workflows.

EXPERIENCE

3D / VFX Artist

Dec 2017 – Present

Globo • Rio de Janeiro

- Delivered modeling, look development, lighting and render for Globo's **Paris 2024 Olympic Games** broadcast — a 200M+ polygon photogrammetric reconstruction of Paris landmarks across multiple HDR setups, later reused in a virtual studio and recognized with a New York Festivals Gold Tower.
- Recreated Art Deco period facades for **Fuzuê** and modeled a steam locomotive and military camp for **Além da Ilusão**, integrated directly into filming.
- Rebuilt an entire city over scanned imagery and ran a large-scale water simulation for a flooding sequence in **Salve-se Quem Puder**.
- Modeled, lit and rendered a medieval church for **Deus Salve o Rei** and a period steamboat for **O Tempo Não Para**, matched to practical sets and on-screen navigation.

3D Artist / Motion Graphic Designer

Apr 2016 – Jan 2017

FSB Communication • Rio de Janeiro

- Produced 3D content and motion graphics for Rio de Janeiro City Hall's *Olympic City* video output and other agency clients, interpreting concept art into environments, props and animated graphics under broadcast deadlines.

3D Artist / Motion Graphic Designer

Sep 2013 – Apr 2016

CasaDigital • Rio de Janeiro

- Continued the *Olympic City* engagement for Rio de Janeiro City Hall, building virtual environments, props and logo/opener animations for the agency's broadcast and web clients.

3D Generalist

Feb 2011 – Jul 2013

Record TV Network • Rio de Janeiro

- Produced CG imagery and effects for the network's soap operas and biblical-epic series — from Ancient Egypt to a transatlantic ship.
- Owned modeling, lookdev, lighting, animation, render and tracking across broadcast schedules.

EDUCATION

Associate of Arts — 3D, Film & Animation

Méliès School • São Paulo • 2010 – 2012

RECOGNITION

New York Festivals TV & Film Awards

Gold Tower — Use of Technology

For Globo's Paris 2024 Olympic Games broadcast — photogrammetric reconstruction of Paris landmarks.

SKILLS

3D & VFX

Modeling

Look Development

Lighting

Rendering

Photogrammetry

Set Extension

FX Simulation

Motion Graphics

Tracking

Software

Autodesk 3ds Max

Autodesk Maya

Chaos V-Ray

Arnold

tyFlow

Ito0 Forest Pack

Substance 3D Painter

After Effects

Adobe Suite

Nuke

PfTrack / SynthEyes

AI Tooling

ComfyUI

Griptape Nodes

AI Image & Video Generation

Prompt Engineering

LANGUAGES

Portuguese

Native

English

Professional