Resume

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Education

ETIC (School of Technologies, Innovation and Creation)
- Animation & Videogames, Higher National Diploma (HND), Level 5 / 120 credits (ECTS) - 2014/2016
- 2D & 3D Animation, Level 4 - 2012/2014

Work Experience

Studios

Studio Nuts, 2021 - Current
- 3D Animator, 05/2022 - Current
- Internship, 08/2021 - 05/2022

The Artery, Euro-Vision Collaboration, 2019
Took part in an animated collaboration organized by The Artery with various artists

Artists & Bands

Galgo, 2016 - 2024
- Animated visualizer for "Vapor", 2024
- Directed and animated music videos for:
  - "Garras Dadas", 2019
  - "Bambaré", 2018
  - "Lugia", 2017
  - "Pivot", 2016

Pimenta Caseira, 2023
- Animated visualizer for "Stretch", 2023

Quelle Dead Gazelle, 2022
- VJ for concert @ Musicbox, 2022

Conjunto!Evite, 2021
- Directed and animated music video for "Quebra Ossos", 2021

Iguana Garcia, 2020-2021
- Animated visualizer for "Mátrix da Pátria", 2021
- Animated visualizer for "Tarraxo do Animal Doméstico", 2021
- Directed and animated music video for "Ponto de Fuga", 2020

Yakuza, 2019-2020
- Directed and animated music video for "Tuning", 2020
- VJ for concert @ Anjos70, 2020
- VJ for concert @ Vila Palco, 2019

Work Experience

Galo Cant'as Duas, 2019
- VJ for concert @ Warm-up ZigurFest, 2019
- VJ for concert @ Feira de São Mateus, 2019

Chinaskee, 2019 - 2022
- VJ for concert @Musicbox, 2022
- VJ for concert @ Festival Emergente, 2021
- Animation and VJ for music video "Desanimados", 2020;
- Directed and animated music video "Mobília", 2019

Neon Soho, 2018-2020
- VJ for concert @ Festival Termómetro, 2020
- VJ for concert @ NOS Alive, 2019
- VJ for concert @ Plano B, Porto, 2019
- VJ for concert @ Musicbox, 2019
- VJ for concert @ MU.SA, 2018

Moullinex, 2018
- VJ for DJset @ Sol da Caparica, 2018
- VJ for concert @ Eurovision Village - Lisboa Open House, 2018

DJ Slimcutz, 2017
- VJ for DJset @ Sumol Summer Fest, 2017

Corporate, Labels & Cultural

Esporão, 2021 - Current
- Motion Design for marketing videos for:
  - Bico Amarelo; Monte Velho; Quinta do Ameal; Quinta dos Murças; Moreto;

Audioline, 2021 - Current
- Visual identity and animation for:
  - Paisagens Sonoras, 2022
- Motion design for corporate events @ Universidade Católica Portuguesa, 2021 - Current

Unlock Jam, 2020 - Current
- Experimental VJ @ Cave, Palacete, Desvio and Safra.LX

Alucinação 26, 2020
Video, light and sound tech for contemporary dance performance at:
- Bairro em Festa, 2020
- Largo Residências, 2020

Festival VilaPalco, 2019
VJ for concerts and DJsets during 3-day festival in Monchique

Match Attack, 2017 - 2018
VJ for:
- Violet and Underground Sound of Lisbon @ Eurovision Village Lisboa Open House, 2018
- Moullinex&Xinobi @ 25 Anos Vodafone, 2017
- Ghost Wavvves, GPU Panic, The Discotexas Band and Switchdance @ NOS Alive, 2017
- GPU Panic @ Red Bull Ginga Beat, 2017

Work Experience

Dicroik, 2018 - 2019
VJ for:
- Fuse Matiné: Kollektiv Turmstrasse @ LX Factory, 2019
- Clubbing nights @ Ministerium Club, 2018
Corporate VJ at events for:
- BNP Paribas, Oracle, Calvin Klein, Fundação High, Elefante Branco

MUSICBOX LISBOA, 2016 - 2018
Resident VJ during concerts and clubbing. Responsible for:
- Creation of original clips; Live visuals (VJ); Operating lights; Operating camera & streaming rig

Príncipe Discos, 2018
Created animated videos for projection for Nídia, DJ Marfox, DJ Lycox and DJ Maboku

Spring Toast, 2016 & 2018
VJ for concerts @ Bonenkai, Galeria ZDB, 2016
VJ for concerts @ Bonenkai, Galeria ZDB, 2018

Produções Incêndio, 2018
Created physical and animated posters for events @ Casa Indepedente
Animated video for projection during DJset @ Titanic Sur Mer

Colado, 2017
Created physical and animated posters for concerts @ Musicbox

Videogames & Apps

oFun, 2016
3D character and prop/object animation for Mobile App

Bica Studios, 2015
2D character and environment animation for "Smash Time" mobile game.

Stratera Studio, 2015
2D prop/object animation for unreleased 2D strategy game

DreamStudios, 2015
3D character animation for unreleased adventure game

Game Jams, 2014 - 2020
Always responsible for Art & Animation at:
- Global Game Jam, 2020
- Collide Game Jam, 2016
- Miniclip Game Jam, 2015
- Altera Game Jam, 2014

Tools

Main
Cinema 4D; Maya; After Effects; Resolume

Secondary
Unreal Engine; Unity; Premiere; Photoshop; Illustrator; Spriter; Touch Designer; Meshroom