

Concept Art / BG Designer / VizDev

São Paulo - Brazil

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Digital artist, visual storytelling enthusiast, and São Paulo (Brazil) resident. For the past 14 years, I've been crafting backgrounds and concepts for animation and games, ensuring that both the micro and macro elements tell a story. With a seamless home office setup and a steady supply of coffee, I'm ready to help build your next world from the ground up.

WORK EXPERIENCE

Art Director

Ludact Games 2023 - 2025



While at Ludact, I contributed to various educational games for kids. I find it very fulfilling to use technology as a tool for children's growth and learning

Layout/Background Painter

Pinguim Content 2022 - 2023



For the animated feature film 'My Grandfather is a Nihonjin', I worked on layout and background color development. My goal was to visually translate the historical weight of post-war Japanese immigration to Brazil, creating atmospheres that reflected the narrative's sensitivity

Layout/Background Painter

2D Lab Studio 2021 - 2022



Working at 2D Lab Studio, I contributed as a Background Color Artist to the feature film 'My Big Big Friend: The Movie'. The project is known for its vibrant and whimsical visual style, and my focus was on enhancing the touching narrative of friendship through a rich and inviting color palette.

Layout/Background Painter

Cafundó Studio 2022 - 2023



Participating in 'Sol em Dó Ré Mi' at Cafundó Studio was a highlight of my journey in animation. Working under Thiago Calçado's direction allowed me to refine my skills in a high-level collaborative environment, contributing to a project that celebrates creativity and musicality through stunning visual storytelling.

Concept Art

RS Productions 2021 - 2022



At Gato Galáctico Produções (RS Productions), I specialized in Concept Art and Visual Development for various internal IPs. My main focus was the hit web series 'Turma do Cueio', where I helped shape the world and characters that reach millions of young viewers.

Layout/Background Painter

Copa Studio 2022 - 2022



I was thrilled to be invited back to Copa Studio to join the art team for 'Wake Up, Carlo!' (Acorda, Carlo!), an original Netflix series. Working as a Layout and Background Color Artist, I contributed to the show's impeccable visual identity, helping bring its vibrant and surreal world to life under world-class art direction.

Creative/Concept Art

Kokku Games 2018 - 2021



While at Kokku Games, I had the honor of contributing to mid- and large-scale projects for the global gaming market, including Surviving Mars. As a Concept Artist, I worked within high-level pipelines for international clients, making this an unforgettable and transformative learning experience in the world of AAA and AA games.

VizDev/Concept Art

Alopra Studio 2021 - 2021



At this studio, I specialized in Visual Development and Concept Art for AKEDO, a dynamic animation series based on the popular collectible figures. My role was essential in establishing the show's vibrant aesthetic for its global release on the official AKEDO YouTube channel, blending character-driven storytelling with high-energy visuals.

Art Director Assistant

Viu Cine Studio 2017 - 2018



At Viu Cine, I contributed to a wide range of productions, including animated series and several award-winning short films. Serving as a Layout Artist and Art Director Assistant, I had the opportunity to work across various styles and pipelines. Beyond the technical growth, it was a pleasure to collaborate with such a talented and vibrant creative team.

VizDev/Concept Art

Combo Studio 2019 - 2019



At Combo Studio, I contributed to the Visual Development of 'Super Drags', the first Brazilian original animated series for adults on Netflix. It was an incredible experience to help shape the bold and vibrant aesthetic of this groundbreaking project alongside a top-tier creative team.

Background Painter

Copa Studio 2015 - 2016



My journey at Copa Studio began with the acclaimed series 'Trunk Train' (Tromba Trem), aired on Cartoon Network and Netflix. Over two seasons, I served as a Layout and Background Color Artist, contributing to the distinct visual identity of this fan-favorite production during its expansion into global markets.

Background Painter/Key Colors

2D Lab Studio 2013 - 2014



My career in feature films began at 2D Lab Studio, where I joined a stellar art team for the production of 'As Aventuras do Pequeno Colombo'. Serving as a Key Colors and Background Color Artist, I was responsible for crafting the visual foundations of this grand adventure, marking a significant milestone in my professional journey.

illustrator

QAQ Studio 2009 - 2013



I began my professional career at QAQ Studio, where I spent over five years developing my skills as an Illustrator. This studio was the starting point for my journey in the animation market, and I am incredibly thankful for the talented team and the experiences that helped me grow during those early years.

SKILLS

Senior Concept Art, Background Designer, VizDev, Art Direction, Creative, Illustrator

EDUCATION

FAREC
Bachelor of Computer Science (Not completed)
February 2011 - December 2012

SENAC
Traditional Paint + Stylized Illustration
July 2005 - December 2005

LANGUAGES

ENGLISH
Intermediary

PORTUGUESE
Native