Eduardo Luiz Conter

3D Animator

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Location /
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ABOUT ME

Character Animator, currently residing in Montreal. Have experienced primarily in Autodesk Maya with combined 9 years of work in feature animation, Film industry work and Game industry work.

My latest work include primarily main characters in Ludia Inc upcoming title. also main characters in the upcoming Nintendo switch title: Reverie Knights Tactics Prologue. Among notable works worth of mention can be seen hero characters in the film industry, as shown in the Predator (2018), shazam, Cats and Spongebob Sponge on the Run (2020).

WORKING EXPERIENCE

Grupo VIT/ MTV (2010)
- 3D Generalist. responsible for all the CG assets, animations and movies done at the department. Also responsible for the company's design applications.

Napalm Studio (2010 - 2012)
- CG generalist on multiple projects, in games and animations.
- CG Animator on the Vipal project.

Estúdio Romeu e Julieta (2012)
- CG Character animator on several projects.
- Previz artist

Mainquest (2014 - 2015)
- Founding member.
- Lead Animator
- Character TD

Freelance Character Animator (2015 - 2017)
- Petit Fabrik: Character animator at projects such as Cucko Monkeys planet. 2015
- Mexican Standoff: Special infected animator for the Left 4 Dead movie project. 2015
- Mono Animation Studio: Gone wishing Short movie 2015
- Start Anima: Buzzu na escola interplanetária, Character animator 2015 - 2016
- Mila short movie: Junior character animator 2016
- Hyp.Cg: Dino Adventures, Character Animator, 2016
- Hyp.Cg: Taina, Character Animator, 2017

MPC (2018)
Character animator in the following Projects:
- Predator
- Shazam

Mill Film (2019)
- Character animator in the Cat's Movie

Mikros Image (2019 - 2020)
- Character animator in the Spongebob sponge on the run movie

Ludia Games (2020 - 2022)
- Character animator in the Disney Wonderful Worlds Project as well as in the Jurassic World Alive Project

Ubisoft Montreal (2022-2026)
Gameplay Animator in the Rainbow Six Siege and For Honor Projects

EDUCATION

Colégio Maria Auxiliadora
1995 - 2007

Escola Superior de Propaganda e Marketing (ESPM)
Bachelor's degree, Graphic Design, 2008 – 2012

CGSociety
Course, Environment Design for Games, 2012 – 2012 Activities and Societies: Studies of Concepts of environments for Games.

Onfire Escola de Animação Online
Animation, mentor: Bruno Celegão Monteiro, 2012 – 2016

The Animation Collaborative
Body Mechanics Character animation, A workshop focused on Body mechanics Taught by Jim Brown, 2021

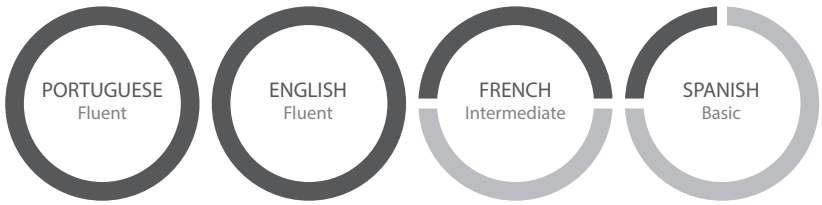
PROFESSIONAL DEVELOPMENT

ESPM – Vacation course Adobe Illustrator CS3 – 2008
ESPM – Vacation course Final Cut Pro 6 – 2008
ICS – workshop Art for animation online with André Forni – 2015
Michal Makarewicz (Pixar Directing Animator) Masterclass - 2019
Helped Present the Animation Section for the Warrior's Den Live - 2026

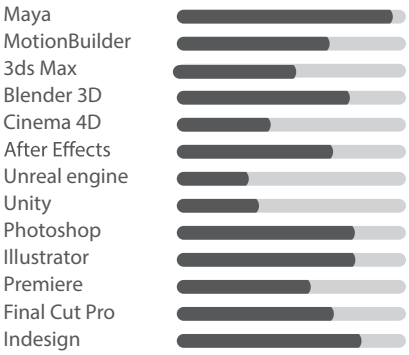
ACHIEVEMENTS

- Bronze Award, supervised internship, 2010, ESPM SUL.
- Silver Award, RTVC, 2010, ESPM SUL.
- 2nd place at Desafio RBS september 2008.

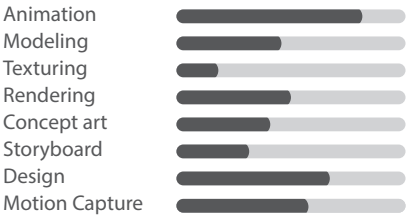
LANGUAGES



SOFTWARE



SKILLS



COMMUNITY INVOLVEMENT

Volunteer at Dom Orione, Brazil
Volunteer at Cebelaço, Brazil

To watch a bit of my work you can scan the QRcode bellow