Joao G. O. Machado

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Experience: 2D, 3D and UI animation, keyframe, expression and procedural animation, cinematic and camera animation, retargeting, mocap cleanup, prop and character rigging, animation logic implementation into game engine, pipeline design and set-up, overall animation optimization, tools and scripts development for Maya, Blender and Unreal Engine.
Also experienced in lead animation, project management, and team supervision.
Previous experience include video editing, composition, motion design, audio design, VFX, render wrangling, and programming.

Main Tools: Maya, Unreal Engine, Blender, 3ds Max, MotionBuilder, Cinema 4D, Adobe CC Suite, DaVinci Resolve, Avid Media Composer, Python, C++, MEL, Perforce and Git.

Games: Warden's Will
New Moons (postponed)
Card Guardians

Working Experience

Animator | Tech Animator - Elyzio - February 2024 - Current (contract)
- Prop and characters rigging, keyframe and procedural animation for gameplay and cinematics. Camera set-up and scene composition for cinematics.
- Animation logic implementation with blueprints, C++, ABPs and Control Rigs. Maya tools development and automation, movement systems integration.

Animator | Tech Animator - DNE - December 2022 - February 2024 (contract)
- Character rigging, keyframe and procedural animation for gameplay and cinematics. Camera set-up and scene composition for cinematics.
- Animation logic implementation with blueprints, ABPs and Control Rigs. Maya tools development and automation, movement systems integration.

Freelance Motion Designer - 2015 - 2024
- Motion graphics, 2D/3D animation, VFX and editing for movie producers, video game studios, tech corporations, apparel, cosmetics and sports brands, finance and banking sector, public institutions and music industry.
- **Clients:** Tapps Games, Honda, Asus, Lifan, Delta Airlines, Uber, WWF, Foxen, PowerSchool, Chilli Beans, Arizona Cardinals, Mongrip, Flamengo, TeleCine.

Video Producer - Exponential Ventures - May 2022 - June 2023 (contract)
- 2D, 3D and UI animation, motion graphics, video editing, 3D modeling, storytelling, script writing.
- Marketing content, social media, TV ads, learning material, corporate and internal presentations.

3D Generalist - BR Play - June 2021 - May 2022 (contract)
- Illustration, modeling, texturing, rigging, animation and 3D mograph focused on products for marketing and display purposes.
- Technical art and coordination of a team of video editors and animators.

Technical Animator - Formata Education - May 2020 - May 2021 (contract)
•Coordination and supervision of a team of animators and editors.
•Pipeline design, tools and scripts developer, tech artist, 2D/3D character rigging, render wrangler and animation supervisor.

Video Producer - Storica Media - August 2018 - May 2020 (full-time)
•Head of the agency video department.
•In charge of motion graphics, 2D/3D animation, video editing and production, direction, standards/pipeline for marketing campaigns, social media and TV ads.

Video Editor - Oldmonkey Studios - October 2016 to August 2018 (full-time)
•Video editing, motion graphics, audio design, color grading and compositing for TV ads, social media, film and TV productions.

Video Editor - JA Productions - February 2012 to August 2016 (part-time)
•Video editing, motion graphics, color grading and VFX for promotional materials, marketing campaigns, TV ads and live broadcasting.

Academic Education

Astrophysics MSc (2 years) - University of Brasilia
•Research: Lightning mapping alongside LOFAR group of Kapteyn Astronomical Institute, Groningen University, The Netherlands.

Physics BSc (5 years) - University of Brasilia
•Specialization areas: Astrophysics, plasma, data analysis and algorithm development.

Auxiliary Education

• Film direction, screenwriting and montage - University of Brasilia - 2 years
• Python and Machine Learning - University of Brasilia - 4 years
• University Teaching Internship - University of Brasilia - 2 years

Spoken Languages

Portuguese - Native
English - Fluent
Spanish - Advanced
Italian - Intermediate
Japanese - Basic
German - Basic