

## **Curriculum Vitae**

### **Andre Mello Metello – Character Technical Director**

#### **Personal Information**

**Address:** Flat #6, 80 Wellington Way, Bow E34XN, London United Kingdom

**e-mail:** metello@gmail.com

**Phone:** +44 7786498097

#### **Skills**

##### **Key Skills**

- Problem-solving and decision-making abilities
- Good communication and teamwork abilities.
- Ability to work under pressure and tight deadlines.
- Personal and professional interest in the work.

##### **Technical Skills**

-Solid knowledge of all aspects of 3D CGI, with emphasis on Character Animation and Rigging using Maya. Also proficient on polygonal modelling, dynamics and shading, with both Mental Ray, Renderman and Maya Software Render. Special achievements include development of setup tools such as Scripted Rigging, for maintaining a solid and steady character rig across several productions and different characters.

##### **Software/Technology Skills**

Proficient in Maya, MEL, Maya API/C++, Python, LINUX, Mental Ray, Renderman, Photoshop, After Effects, Wings, Real Flow, Syflex, Shave and Haircut, among others.

#### **Education**

-Bachelor Degree in **Filmmaking** at **UFF** (*Universidade Federal Fluminense*) , in Niteroi, Rio de Janeiro.

-Attended to numerous workshops during Anima Mundi Festival, such as "Animation Performances" (Doug Sweetland – PIXAR), "Lights Camera Action" (Carlos Saldanha – Blue Sky Studios), "Stop Motion Animation" (Jason Spencer Galsworthy – Aardman animation), "Animation Layout" (Ray Aragorn – Walt Disney Studios), among others. Courses held once a year during the festival (1997-2005).

#### **Languages**

Fluent in English and Portuguese.

## **Production Experience**

### **Double Negative Visual Effects (May 2007 – present)**

Character Technical Director, currently working on the film **Hellboy 2: The Golden Army**.

### **Oca Films (Oct. 2006 – May 2007)**

Character Technical Director and Project Manager, solving all issues related to rigging of character and managing each project workflow through the pipeline, also handling management, dynamics and eventual character animation issues.

### **422 South Studio UK (Aug. 2006 – Oct. 2006)**

Freelance Character TD on the TV Series Pilot "Flanimals", developing character setup work and designing rigging pipelines for all the characters in the show.

### **Trattoria Filmes - (Jan. 2004 – Sept. 2006)**

**Animator** and **Character Technical Director** at **Trattoria Filmes**, being responsible for most of character setup work and character animation done in the house for commercials, music videos and films. Also responsible for developing MEL scripts, tools, and problem-solving methods to maintain a smooth pipeline workflow across the production of several films at a time. Lighting and development of shaders, were also done frequently for both realistic and non-realistic scenes. Also did dynamics, particles and modelling work, as well as management of many projects.

### **Freelance 3D Artist /Direction and production of short films (Aug. 2001 – Jan. 2004)**

Worked as a freelance artist for different studios and also produced and directed the following short films:

*Twins (2002)* – Produced all aspects of the short, from story boarding to final composition. Screened at over 60 film festivals all over the world, won several awards and currently is being distributed worldwide by **Big Film Shorts** (for TV) and **IFILM** (for web, at <http://www.ifilm.com/ifilmdetail/2478108>)

*The Dog and the Ball (2004)* – Also produced all aspects of the short, currently being screened at film festivals, such as the Chicago International Childrens Film Festival.

### **Conspiracy Digital – (Jan. 2001 – Aug. 2001)**

**3D Artist**, mostly doing animation and modelling, as well as motion capture data cleanup.

### **Sírius Multimedia - (Dec. 1999 – Jan. 2001)**

3D Artist, being responsible for all aspects of the 3D animations for multimedia and TV, doing modelling, animation, lighting and rendering. Work most focused on institutional campaigns of clients such as **Coca Cola**, **Xerox**, **Shell**, **Souza Cruz**, among others.

## **Teaching Experience**

### **UFF - Assistant Animation Teacher - (Jan. 2000-Jan. 2003)**

As an assistant animation teacher, the job was to coordinate the production of the film students projects to conclude the animation course, using several different techniques to produce many short films each semester.

## **Awards**

### *"Twins" short film (2002)*

- Best Animation – VideVideo Film Festival (2002)
- Audience Choice Award - 15<sup>th</sup> SIBGRAPI (2002)
- Best Short – "Spazio Immagini" – Morbegno Film Festival (2002)
- Best Short – Funny Comedy Film Festival (2002)
- Young Filmmaker Award – VIII National Film & Video Festival of Bahia