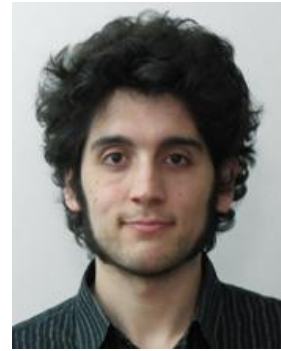




## Europass Curriculum Vitae



### Personal information

First name(s) / Surname(s) **Pedro Amaro Alpiarça dos Santos**  
Address(es) 9 Estrada das Romeiras, 1495-118 Algés, Portugal  
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Website <http://probiner.x10.mx/>  
E-mail(s) [probiner@yahoo.com](mailto:probiner@yahoo.com) or [probiner@gmail.com](mailto:probiner@gmail.com)  
Nationalities Brazilian and Portuguese  
Date of birth 14 January 1985  
Gender Male

### Desired employment / Occupational field

**3D Generalist, Rigging TD, Animator, Illustrator.**

### Work experience

2008 animated short film "Grayscale" (author)  
2009 Architecture studio - CAD Operator for database setup.  
2011 Film and Advertisement camera shop. Sensor comparison. DIT studies.  
2012-2014 Illusive Studios - Modeling, Rigging, Asset Management, Layouts, Packshots.

### Education and training

Dates	2005-2009
Title of qualification awarded	Degree in Art and Multimedia - Animation
Principal subjects/occupational skills covered	Classic Art background. New media production. Transverse approach to ideas, projects and disciplines with a late focus on Animation media and languages.
Name and type of organisation providing education and training	Faculty of Fine Arts of the University of Lisbon
Level in national or international classification	ISCED 5
Dates	2007-2008
Course	Free Comics Course in CIEAM   Faculty of Fine Arts of the University of Lisbon
Principal subjects/occupational skills covered	Experiment and understand the language of comics and it's limits. Focus on rhythm, composition and storytelling.
Dates	2003-2005
Course	Incomplete Degree in Painting in Faculty of Fine Arts of the University of Lisbon
Principal subjects/occupational skills covered	Experimentation of several media techniques to produce visual objects (drawing , engraving, painting, photography, filming, sculpting, performing) along with studies in history, aesthetics and visual theories.
Dates	2002-2003
Course	Drawing Initiation with Live Model in Fine Arts Society of Lisbon
Principal subjects/occupational skills covered	To be able to observe and interpret visual subjects in many ways and translate that to the paper and to the daily life. Short and Long time drawing techniques. Several media.

Dates 2012  
 Course MITx: 6.00.1x Introduction to Computer Science and Programming Using Python  
 Principal subjects/occupational skills covered Online course oriented to people with no prior exposure to computer science or programming learn to think computationally and write programs to tackle useful problems.

**Personal skills and competences**

Mother tongue(s) **Portuguese**

Other language(s)

Self-assessment

European level (\*)

**English**

**Spanish**

Understanding				Speaking				Writing	
Listening		Reading		Spoken interaction		Spoken production			
C1	Proficient user	C1	Proficient user	B2	Independent user	C1	Proficient user	B2	Independent user
A2	Basic user	B1	Proficient user	A2	Basic user	A1	Basic user	A2	Basic user

(\*) [Common European Framework of Reference for Languages](#)

Organisational skills and competences

I dedicate time to optimize workflows so they are easily repeated and transmitted to others, in order to let the technical and organizational aspects of creative tasks be of a lesser effort. I enjoy work environments with rational tools and streamlined procedures in respect to asset management and tracking.

Technical skills and competences

Abstraction skills. At ease working with Node editors, procedural approaches and basic math problems. Theoretical and technical approach to polygonal and subdivision modelling and rigging. I like to solve technical puzzles with visuals results.  
 Nice understanding of animation principles, workflow and acting.

Computer skills and competences

**3D Graphics:**  
 NewTek LightWave3D ► Generalist. Advanced on Modeling and using Nodes for rigging and render.  
 Autodesk Softimage ► Modeler, Rigger. Advanced user on ICE for asset management and rigging.  
 Luxology Modo ► Modeling. Retopo, Blend shape sculpting, Simple painting.  
 Autodesk Maya ► Animation only.  
 SideFX Houdini ► Basic Simulations  
 3D-Coat ► Advanced 3D Painting. Manual Retopo.  
 Pixologic Zbrush/Sculptris and Autodesk Meshmixer ► Advanced sculpting and dense mesh management.  
 xNormal ► Advanced baking techniques and outputs.  
 Headus UVLayout ► Advanced UV Relaxation and Packing  
**Image Processing / Compositing:** Adobe Photoshop. Adobe After Effects.  
**Animation:** Adobe Flash. TvPaint. PAP. MonkeyJam.  
**Vector Graphics / Drawing / Painting:** Adobe Illustrator. Mischief. Corel Draw. MyPaint.  
**Video and Sound Editing** Adobe Première, Adobe Audition and VirtualDub, Final Cut, Motion.  
**Coding Languages:** Python for automation of tasks. HTML and CSS edits.  
**Text:** Microsoft Office, Notepad++, SublimeText2

Artistic skills and competences

Drawing. Simple storytelling and character development. Free association imagination.

Sport competences

Basketball player (1991-2001 Federated, up to now Amateur practice), Budo Karaté (2002-2003 Federated, winning the 1<sup>st</sup> place in the European and 5<sup>th</sup> in Worlds)

Driving licence

Portuguese license, B class, nº L-2041849 0