

Resumé - Daniel Bohrer

Personal Information

name: Daniel Bohrer do Nascimento
date of birth: 16th of October, 1983
citizenship: Brazilian

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Work experience

March 2009 – Current: Full-time freelancer artist and owner of Kindo.

February 2009 – July 2009: Computer Graphics instructor at the University of Santa Cruz do Sul, Brazil.

CG course for the 7th Semester of the Audiovisual Media Bachelor's Degree program.

March 2008 – February 2009: Lead 3D Artist at Santa Motion, Brazil.

Software Pipeline and workflow development for the 3D department.

Management of 3D department's internal and external demands.

3D generalist artist acting in several areas of 3D content development, specializing in concept, Cinematography, modeling and texturing.

November 2006 – April 2007: 3D Artist at Santa Motion, Brazil.

3D artist, acting on all areas of Motion Design production pipeline, focusing on concept development, modeling, texturing and rigging.

01 recommendation available upon request.

September 2003 – November 2003: Art Director for the short film "1969" by Mauricio Canterle and Manolo Zanella.

October 2002 – December 2002: Assistant Art Director for the short film "O Outro Lado" by Rodrigo Piccini.

Education

June 2007 – December 2007: Digital Character Animation certification from Vancouver Film School.

03 recommendations available upon request.

June 2007 – December 2007: Autodesk Maya certification from Vancouver Film School.

March 2003 – December 2006: Graphic Design Bachelor Degree from the Federal University of Santa Maria, Brazil.

August 2002 – December 2002: Extension program in Digital Cinema at the Federal University of Santa Maria, Brazil.

Language proficiency

Portuguese, English, German.

Toefl IBT score: 114

Workshops and internships

February 2010 – April 2010: Advanced Photorealism with Mental Ray CG Society workshop with Boaz Livny.

August 2006: Workshop with Fausto de Martini - Blizzard.

August 2006: Workshop with Krishnamurti M. Costa - Lucasfilm Animation.

August 2006: Workshop with Casablanca studios, Brazil.

October 2005 – August 2006: Technological Initiation scholarship in a project to model, rig and animate real-time video-games characters.

Awards and recognition

Book back cover, Digital Compositing for Film and Video, 3rd ed. by Steve Wright, with collaborative project "Bust 01".

Front page position at 3d4all.org online forum for collaborative project "Feuer und Wasser".

"La vie" selected for screening at the Tehran International Animation Festival, 2009.

Cover article in "VFS in Focus" magazine (February/March, 2008) on the animated short film "La Vie", self production at Vancouver Film School, 2008.

Article in "FutuRéale" magazine (May,2008) on the animated short film "La Vie", self production at Vancouver Film School, 2008.

Front page at 3dtotal.com news section for animated short film "La Vie", self production at Vancouver Film School, 2008.

Front page position at 3d4all.org online forum for animated short film "La Vie".

Best Art Direction award for the short film "1969" by Mauricio Canterle and Manolo Zanela at the Santa Maria Video and Cinema festival, 2004 edition.