



# PAULO PORTUGAL

## STORYBOARD AND VIZ-DEV ARTIST

I am a passionate and goal-driven professional artist seeking new opportunities to express myself through my work.

My career began with an internship at the animation studio Bando à Parte, where my responsibilities lied in animation clean-up and inbetweening for short movies.

I then moved towards work as a freelance artist, which gave me the opportunity to work on several different positions for advertisement such as storyboard artist, lead animator, concept designer and director. In addition to this I also worked on illustration and character design work for private clients.

My most recent position was at Watermelon Productions, In which I had the chance of working on a feature length movie as a story artist and additional prop designer.

### Software Experience:

- Photoshop
- Storyboard Pro
- Clip Studio Paint
- Maya
- Procreate
- Blender

### Spoken Languages:

#### Fluent Command:

- Portuguese
- English

#### Basic Command:

- Italian
- Spanish
- French

### Education:

- Master Course of Visual Development at IDEA Academy Rome
- Master's degree in Computer Animation at the Portuguese Catholic University

### Work Experience

- Storyboard artist and prop designer for "VIANA - The Legend of the Golden Hearts", at Watermelon Productions
- Storyboard artist for advertisements, at Youniq Animations
- Lead animator for advertisements, at Indústrias Criativas
- Lead animator for advertisements, at Montanhas Mágicas
- Intern for short movie production, at Bando à Parte

### Contacts

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### Honours

