DANIEL S. LIMA

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Objective:

- Understand the the workflow of the studio to constantly improve with ideas and solutions the production quality
- Research and develop small details in character animation and rigging at the right center of eye attention for a believable acting or movement.

Professional Experience:

CHARACTER TECHNICAL DIRECTOR
BlueSky Studios, Greenwich, CT, United States - 2010 - Present

Responsibilities:

- Work directly with the character animators and modelers to define and create the controls that will allow the animator the creative freedom to pursue the ultimate in digital acting and performance

- Responsible for constructing 3D character rigs and animation interfaces, and establishing muscle and skin behaviors which range from broad squash and stretch to more realistic

- Responsible for character setup, creating skeletons, IK's and deformers

Projects:

- **PEANUTS - 2015 (**In-Production)
- **RIO2 - 2014 (**In-Production)
- **EPIC - 2013 (**Post-Production)
- **ICE AGE 4 Continental Drift - 2012**
- **RIO - 2010 (**14 nominations**)**

CHARACTER SENIOR ANIMATOR
Image-Engine, Vancouver, BC, Canada - 2008 - 2009

Responsibilities:

- Hero shot animations, full body and facial.
- High quality animation of character and non-character assets.
- To create high end animation with the Animation Supervisor's instructions and deadlines.
- Working with the Animation Supervisor to create and implement new production methodologies for production efficiency.
- To provide leadership and animation direction to junior team members.
- To provide concept art and storyboards to the productions as per the Animation Supervisor's instructions.

Projects:

DISTRIC9 - 2009
(**Nominated for 4 Oscars.** Another 13 wins & 51 nominations)
Producer: Peter Jackson / Director: Neill Blomkamp

Stargate Universe - 2009
(**Nominated for 3 Primetime Emmys.** Another 7 wins & 21 nominations)

Stargate Atlantis - 2008
(**Nominated for 3 Primetime Emmys.** Another 16 wins & 31 nominations)

CG TECHNICAL SUPERVISOR // GENERALIST
Vetor Zero, São Paulo, SP, Brazil - 2003 - 2008

Responsibilities:

- Help manage all aspects of the 3d production work flow.
- Implement solutions to improve the overall cg pipe efficiency, enabling the
  delivery of high end quality product in a timely fashion.
- Creative eye and hands on approach to problem solving
- Provide the Character Modeling
- Create Solution for transfer 2d design to 3d
- Create solutions to construct the character Rigging
- Provide the character animation
- Developing tools

Projects:

A PEDRA DO REINO - 2008
(**ABC Trophy.** Best Cinematography - Mejor Fotografía)

MANY COMMERCIALS FOR TV
> **Some TV Commercial Awards:**
>> **'OCEAN' - 2005**
>> (**FIAP - Iberoamericano de la Publicidadad** - Argentina) **- Silver**
>>
>> **'PERSECUTION' - 2005**
>> (**FIAP - Iberoamericano de la Publicidadad** - Argentina) **- Bronze**
>>
>> **'SHOW SPARKIES' - 2005**
>> (**ANIMAGO - International Contest for Digital Content** - Germany)
>>
>> **'CITY HALLS PENGUINS' - 2003**
>> (**THE MOBIUS AWARDS FESTIVAL -** Los Angeles USA) **- First Place**

> **GAMES CINEMATIC**
>> **Antigrav -** Playstation 2

CG GENERALIST
Casablanca Effects, São Paulo, SP, Brazil - 2003

Responsibilities:
Animation for TV commercials and Visual effects for brazilian film

Projects:

TV Comercials and Feature Film (Aquaria)

CG GENERALIST
Laruccia Effects, São Paulo, SP, Brazil - 2002

    Responsibilities:
        Modeling, Rigging, Rendering, Edit and animation for TV commercials

    Projects:
        TV Comercials

CG GENERALIST
Freelance work for companies in Fortaleza – Ceará - 1994 - 2002

    Generalist in 3dsmax, Video editor and character designer for commercials
    Tutor of 3D studio (software) at Colegio Batista Santos Dummont in *1996* (Informal)

PERSONAL AWARDS:

1 - SIBGRAPI - 2002:
    Project: "LOOP" (3D Short Movie)
    Daniel Sampaio Lima Was awarded the First Place in the VIDEO FESTIVAL (Artistic Category) that took the 15th BRAZILIAN SYMPOSIUM ON COMPUTER GRAPHICS AND IMAGE PROCESSING(SIBGRAPI), Held in Fortaleza-CE, Brazil

2 - MTV short contest - 2002:
    Project: "PROVÉRBIO" (3D Short Movie)
    National First Prize

3 - Cadritech Character Design - 2002:
    Project: Character (Argus)
    5° place at national contest of character design

EDUCATION:

1 - **Workshop "Creating Believable Characters"** / AnimaMundi Festival - 2007
    Mark Walsh from Pixar Studios
2 – **Workshop "An Animator´s Thoughts On Meaningful Performances" / AnimaMundi -2004**
    Doug Sweetland from Pixar Studios
3 – **HGN productions – Freehand animation, São Paulo – Brazil / 2003**
4 – *University of Fortaleza (UNIFOR)* **- Electronic Engineering (not finished) - 1999 – 2001**

SOFTWARE SKILLS:

- Autodesk Maya Unlimited
- Autodesk 3d Studio Max
- Autodesk Softimage XSI
- Final Cut X
- zBrush
- Mudbox
- Adobe Premiere
- Adobe After Effects
- Adobe Photoshop
- Nuke

PROGRAMMING SKILLS:

- Python Language
- Mel Language
- Java Script