

# REGIS BARTOK

3D ARTIST

## EXPERIENCE

Designer

**IDEORAMA**

**INSTITUTO NACIONAL DE EDUCAÇÃO DE SURDOS (INES)  
NÚCLEO DE EDUCAÇÃO ONLINE (NEO)**

Dez2016–Today Rio de Janeiro, Brasil

*I am part of the team of designers at Núcleo de Educação Online, where I am responsible for creating animations, chroma keying, virtual backgrounds and post production*

Videographer & Motion Designer

**TV RECORD**

Mar2016–Set2016 Rio de Janeiro, Brazil

*I was hired as a temporary worker to create and develop program openings, arts, motion graphics and daily arts for local programming journalism. I also had to re-create incidents in 3d that simulate what had supposedly happened.*

**Local News:**

- Fala Brasil
- RJ NO AR
- Balanço Geral
- Cidade Alerta
- Jornal da Record
- Esporte Fantástico
- Domingo Espetacular

*Creation, animation, modeling, shading, texturing, lighting and rendering.*

Videographer

**TV RECORD (RecNov)**

Out2014–Nov2015 Rio de Janeiro, Brazil

*Working with the visual effects team as videographics editor, developing 3D material for soap operas on television.*

**Soap operas** - The 10 Commandments

*Tracking, modeling, shading, texturing, animation, lighting and rendering.*

3D Artist (Internship)

**Cirkus**

Mai2014–Ago2014 Auckland, New Zealand

*Part time job, working in projects for the animation studio*

**Auckland Council** - Governmental Video About recycling

**TV SHOW** - Animated series for marketing.

*Modeling, texturing and animation.*

Videographer

**TV RECORD (RecNov)**

Mar2011–Jul2013 Rio de Janeiro, Brazil

*I was part of the visual effects team as videographics editor working on soap operas for television.*

**Miniseries** - Rei Davi - José do Egito.

**Soap operas** - Rebelde - Vidas em Jogo - Mascaras - Balacobaco.

*Modeling, shading, texturing, animation, lighting and rendering.*

Generalist

**MHBSTUDIOS**

Nov2010–Feb2011 Rio de Janeiro, Brazil

*Participated in the Architecture and Design 3D team.*

*Modeling, texturing, lighting and rendering.*

Designer 3D

**MW2MKT**

Sep2009–Oct2010 São Paulo, Brazil

*Worked with the 3D team in Promotional Marketing.*

*Creation, design, modeling, shading, texturing, lighting and rendering.*

## EDUCATION

3D Modeler

**TSI Animation**

Jan2006–May2009 São Paulo, Brazil

*I started my career with 3D Architecture  
Modeling and texturing for scenography.*

Onfire Animation School

Maya Animation Course [2016-Hoje](#)

Melies - School of Cinema, 3D and animation

*"Eclipse" V-ray Course* [2010](#)

Center of Fine Arts in São Paulo

*Graphic Design* [2006-2009](#)

DRC - Training center specializing in computer graphics

*After Effects Course* [2008](#)

Languages

*Portuguese /English.*

## SKILLS

3dsmax, Maya, c4d, Z-Brush, After Effects, Photoshop, Illustrator, Pftack.

## OBJECTIVE

Work with creation and development of 2D/3D materials, visual identity, illustration, modeling and animation.

## CONTACT

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