



PAULO PORTUGAL

STORYBOARD AND VISUAL DEVELOPMENT ARTIST


My most recent position was at Watermelon Productions, in which I had the chance to work on a feature length movie as a story artist and additional prop designer. In addition, I have worked as a freelance artist for a number of years.


Contacts


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Website and Socials

 www.pauloportugalart.com

 [pauloportugalart](https://www.linkedin.com/in/pauloportugalart)

 [pauloportugalart](https://www.instagram.com/pauloportugalart)

Spoken Languages:

Portuguese (native)

English (fluent)

Italian

Spanish

French

Software Experience:

Storyboard Pro

Clip Studio Paint

Photoshop

Procreate

Blender

Maya

Work Experience

2023; Watermelon Prod.

Storyboard artist and prop designer for “VIANA - The Legend of the Golden Hearts.” I was in charge of boarding, revising and editing the animatic as well as designing small props.

2016-present; Freelance

Responsibilities often included designing characters and props to be used in private tabletop games as well as illustrations for private events. I was also tasked with illustrating internal documents and presentations for private companies.

In addition, I collaborated with the following companies in advertisement projects:

-2016; Youniq Animations, storyboard artist

-2017; Indústrias Criativas, lead animator

-2017; Montanhas Mágicas, lead animator and storyboarder

Education

2017-2020; Master of Visual Development certificate at IDEA Academy

2014-2016; Master’s degree in Computer Animation at Universidade Católica Portuguesa, finalized with an internship at Bando à Parte

2011-2014; Bachelor’s degree in Sound and Image at Universidade Católica Portuguesa

Honours

