LENNY FIGUEIREDO

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EDUCATION

La Salle College
Animation, Art & Design Diploma Program   (2 years)
Focus on building a foundation of traditional and 3D animation skills, and then progressing to the production phases from concept through delivery with emphasis on storytelling.

Cal Arts - Coursera
Introduction to Game Design Certificate   (1 month)
Introduction to primary concepts of gaming, the mechanics and rules behind different types of games.

SAGA School of Art, Game and Animation
Intro to Graphic Design, 3D Modeling and VFX Certificate   (2 years)
Fundamentals of graphic design, 3D modeling, 3D animation, VFX, and 2D game development

UnICESP University
Web Systems Development College Degree   (2 years)
Build technical knowledge to act as a programmer, developer, and/or database manager for Web-based applications and systems

SKILLS

- Maya
- Motion Builder
- Toon Boom Harmony
- Photoshop
- After Effects
- Illustrator
- 2D / 3D Animation
- Storyboard
- Python

EXPERIENCE

School Production Team - Game   Fall - Winter 2017
Animator / Concept Artist

- Participate and collaborate in brainstorm meetings
- Translate ideas into concepts for the game, including characters and weapons
- Animate all the cycles for multiple enemies, with movement and attacks
- Animate all the main character actions on a first-person camera

Government Ministry, Press Office   March 2007 - June 2016
Lead Developer/Illustrator/ Web Designer

- Promoted to technical supervisor in 2008 and to Lead Developer in 2010
- Advised on advertising strategies for digital and social media content
- Supervised projects from collaborative concept to final product
- Provided teammates with tutoring and knowledge of software and techniques