

Filipe Costa da Silva Rocha

7th January 1980

Creating architectural 3d renderings since 2004. I have experience working in large and fast paced environments with tight deadlines like *Euro RSCG* – Design & Architecture, where I was responsible for delivering 2D/3D images and animations for “Sonae”, “BES”, “Vichy”, “Peugeot”. In 2008 I worked on the “Optimus” rebranding, the biggest investment in rebranding ever made at the time in Portugal. I also worked in a small architecture office and did freelancing.



In 2007 and 2008 I was invited to teach 3D Animation workshops in the Portuguese movie festival “Caminhos do cinema Português” and in late 2008 I became an ATC 3ds Max Instructor at “*The edge – Digital Visual Effects Training*”.

I am passionate about CGI and teaching, I like keeping up to date about CG software and workflows and to be part of visual projects, from concept to end result.

Key Skills:

2D	<ul style="list-style-type: none">• Photoshop<ul style="list-style-type: none">◦ Camera Raw; Photo Manipulation; Concept Painting.• Illustrator<ul style="list-style-type: none">◦ Vector drawing and illustration; concept design;• Photography
3D	<ul style="list-style-type: none">• 3Ds Max<ul style="list-style-type: none">◦ Modeling; Lighting; Rigging; Animation; Render.◦ V-Ray; Mental Ray; FumeFX; Particles; MaxScript; Backburner.• Mudbox<ul style="list-style-type: none">◦ Digital sculpting and normal map creation.• Real Flow<ul style="list-style-type: none">◦ Fluids simulation.
Video	<ul style="list-style-type: none">• After effects \ Nuke<ul style="list-style-type: none">◦ Motion Graphics, 2D animation, Digital video effects and colour grading; video post production.• Premiere<ul style="list-style-type: none">◦ Video editing.• Encore<ul style="list-style-type: none">◦ DVD\Blu-ray interactive menus.
Web	<ul style="list-style-type: none">• Dreamweaver<ul style="list-style-type: none">◦ Html; CSS; Javascript.• Flash<ul style="list-style-type: none">◦ Animation
Other	<ul style="list-style-type: none">• Cubase – Audio production• MS Office.

Education and Training:

<p>I.E.F.P - Oct 2014 \ Mar 2016:</p> <ul style="list-style-type: none"> Certificate of higher education (NVQ 4) 	 <p>INSTITUTO DO EMPREGO E FORMAÇÃO PROFISSIONAL</p> <p>Multimedia technician</p>
<p>I-zone – Sep 2011 \ Nov 2011</p> <ul style="list-style-type: none"> Certified trainer 	 <p>Pedagogical Aptitude training course</p>

Relevant experience:

<p>December 2013 – march 2014:</p> <p>Iniziomedia Produções & LX3D Atitude Virtual</p>	<p>Project: O voo da águia (“the flight of the eagle”).</p> <p>responsibilities:</p> <ul style="list-style-type: none"> Build and prepare the computers used by the vfx team. Coordinate and supervise the 3ds Max team. 3D environment modelling, animation and rendering.
<p>October 2008 – September 2011:</p> <p>The Edge, Digital visual effects training.</p>	<p>Role: 3ds Max instructor.</p> <p>Responsibilities:</p> <ul style="list-style-type: none"> Prepare and structure 3ds Max courses for Autodesk certification. Lecture 3ds Max for beginners and advanced users. Made software presentations in job fairs and schools.
<p>June 2007 – January 2008 and April 2012 – September 2012:</p> <p>Euro RSCG worldwide Design & Architecture.</p>	<p>Role: 2D and 3D artist.</p> <p>Projects: Optimus rebranding, Vichy package and stand design, Bes, peugot, continente, TMN.</p> <ul style="list-style-type: none"> Created 2D and 3D imagery to show rebranding ideas to the client. Created 3D imagery for a variety of purposes and projects.

August 2009 Fotosport	Role: Event photographer (freelance)
September 2008 – April 2009 LX3D – Atitude Virtual	Role: 3d architectural visualizer \ artist Project: City of Lisbon in 3D Responsibilities: <ul style="list-style-type: none"> • 3D modeling; texturing; lighting and rendering from architecture technical drawings, concept drawings and photographs
2007 & 2008: “Caminhos do cinema Português” film festival.	Role: 3d animation workshop instructor.
November 2004- January 2006: Arquitecto Luis Neto & Associados.	Role: 3d architectural visualizer Responsibilities: <ul style="list-style-type: none"> • 3D modeling; texturing; lighting and rendering from architecture technical drawings. • Photography. • Create 2D Images.

Freelance collaborations:

Company	Project type
<i>LX3D Atitude Virtual</i>	Dedicated 3D Visualization Office
<i>Ligne Roset</i>	Interior Design
<i>Almendra Maria Architects</i>	Architecture Office
<i>SIC</i>	Golden globes stage design pre-visualization
<i>Stamina Productions</i>	3D and fluids animations

Interests:

I enjoy playing with peoples emotions through storytelling, images and sound. I am passionate about Cinema, Music and photography, studied violin as a child and now I play guitar and piano. I also enjoy reading, specially if it's science fiction or physics related. I always self improve my skills and knowledge by following online tutorials and taking courses on several subjects of interest.

Driver's licence A+B

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