



Brian Moreira, 29 years old

2D Artist

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Hi there! I'm Brian. Over the last few years, I've been working as an User Interface and User Experience Designer (also known as UI/UX). But right now, I'm studying illustration, 2D animation, character rigging, painting (digital and traditional) to become a 2D Artist capable of working in animations (by animating characters or painting backgrounds) as much as illustrating children's books, etc.

Soft Skills: Creativity, Collaborative Work, Adaptability, Resilience, Empathy and Professional Integrity.

Hard Skills: 2D Animation, Digital Painting, Traditional Painting, Pixel Art.

Softwares: Toon Boom Harmony, Krita, Figma, Adobe Photoshop, After Effects e Premiere.

Experience

Job: UI/UX Designer (Intermediate)

Company: Fintera

City: Teresópolis, , Rio de Janeiro, Brazil (Remote)

Period: 2020 - 2023

Three years at Fintera, since its creation, working with UI/UX Design, elaborating and drawing screens and improvements for an application, through the software Figma.

Job: Designer & Front-end Developer (Intermediate)

Company: Nexaas

City: Rio de Janeiro - São Paulo, Brazil

Period: 2015 - 2019

During almost four years working at Nexaas as a Designer and Front-end Dev, for the most part at the Marketing team responsible for the implementation of layouts and alterations of every product's websites and commercial pages from the company. Relocated by the company from the office at Rio to the office in São Paulo in 2019.

Job: Web Designer
Company: DeBra Tecnologia
City: Teresópolis, Rio de Janeiro, Brazil
Period: 2012 - 2014

Job: Web Design Internship
Company: Shopp Mídia Comunicação
City: Teresópolis, Rio de Janeiro, Brazil
Period: 2010 - 2012

Formation

Graduation

Graphic Design Technologist - Complete Graduation
Universidade Estácio de Sá
Rio de Janeiro
2014 - 2017

Courses

Computer Graphics - Graphic Design, Web Development and Post-Production
Seven Computação Gráfica
Rio de Janeiro
2013 - 2014

English (Complete)
Ilebeu / Progresso
Teresópolis
2008 - 2013

Cinematic Form and Style
Cinema em Cena / Pablo Villaça
Rio de Janeiro
2017 (Carga horária de 15 horas)

Theory, Language and Film Criticism
Cinema em Cena / Pablo Villaça
Rio de Janeiro
2014 (Carga horária de 15 horas)

Drawing I
Quanta Academia de Artes
São Paulo - EAD
2020 - Atualmente cursando

Basic Drawing
Impacto Quadrinhos
Rio de Janeiro
2012 - 2013

Advanced Animation
Anima Mundi / Cesar Coelho
Rio de Janeiro
2018 (Carga horária de 36 horas)

Basic Animation Workshop
Anima Mundi / Aída Queiroz
Rio de Janeiro
2018 (Carga horária de 30 horas)