

LEANDRO WILHELMSSEN MICHELENA MORENO

Architect and Urbanist // 3D Artist

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EDUCATION

2009 – 2015 - School of Architecture UFRGS

Bachelor in Architecture and Urbanism at Rio Grande do Sul Federal University, Brazil.

Sep/2012 – Sep/2013 – University of East London

Exchange student with a scholarship offered by Brazilian Federal Government.. I studied at a vertical studio system with second and third-year students. My scholarship included a work experience at AEDAS in London, UK, with the R&D Computational Design group.

SOFTWARE SKILLS

AutoCAD - Advanced

3D Max - Advanced

V-ray / Corona / Fstorm - Advanced

Google SketchUp - Advanced

Rhino 3D - Intermediate

Grasshopper - Advanced

Revit - Advanced

Archicad - Intermediate

Adobe Photoshop - Advanced

Adobe Illustrator - Advanced

Adobe InDesign - Advanced

Adobe Premiere Pro - Intermediate

Adobe After Effects - Intermediate

Lumion - Advanced

Unreal Engine - Intermediate

LANGUAGES

Portuguese - Native

English - Fluent

Spanish - Advanced

French - Beginner

WORK EXPERIENCE

Jan/2020 - Present: ADHOC STUDIO

As a 3D Artist, I am involved in all parts of the process of creation of beautiful real estate images. The workflow includes updating models and materials in 3Ds Max, proposing different light scenarios and cameras and doing post-production in Adobe Photoshop to add people and atmosphere.

May/2019 - Dec/2019: NEORAMA

As a 3D Artist at Neorama, I was part of the still images team and worked updating 3Ds Max models of projects to reflect design changes at exterior and interior scenes. I did the lighting and shader finalization in the 3Ds Max model using Corona and also the post-production with Adobe Photoshop.

Nov/2018 – Dec/2020: Studio403

I created Studio 403 to work full-time as a 3D Artist on my own business and to pursue new opportunities. I managed my clients, work and partners. I had the opportunity to work with clients to create visuals for projects of different scales.

Jul/2016 - Nov/2018: VALLS

As an architect at a small firm, I participated in all stages of the development of projects. During the initial stages and design competitions, my 3D modelling and rendering skills were valuable to test design options. During the final design stages, my work scope included drafting construction plans, details and building permit documents in Revit and Autocad.

Jan/2015 - Jul/2016: Mader Arquitetos

I started at Mader as an intern. During my first months, I helped generate visuals and design alternatives for in-house projects and presentation images for other architecture offices.

After graduating, my position included the concept design of houses, drafting of construction documents and coordination with the other companies.