Marcelo Ferreira de Sousa

21/03/1996 // Porto, Portugal

Marcelo is a freelance **media artist creating audiovisual communication**, **digital arts, and multimedia**. He focuses on sound related studies and its applications, such as field recordings, audio spatialization, soundscapes, and sound art.

Passionate about **digital art** and **new media**, he's been creating engaging, socially aware artworks and advocating free and open-source software. Artwork has been exhibited in media festivals such as **Porto Post Doc, Semibreve,** and **Espaço MIRA**.

He holds a **MSc in Multimedia** by the Faculty of Engineering of the University of Porto and a **BA in Audiovisual Communication and Multimedia** by Lusófona University of Porto.

Contact → marcelodesousa@pm.me

→ Skills

Videography and film; Sound design and recording; Graphic arts and digital media; Multimedia communication and technologies.

→ Online portfolio

www.0000999.xyz

behance.net/marcelodesousa

github.com/marcelodesousa

→ Experience

Freelancer // **Audiovisual communication and multimedia** [2016 – Presently]

I have been **creating audiovisual content** independently since 2016. I have worked with a variety of creative people, engaging industries, and well-established companies such as *Bando À Parte, PTLapse, Meios.Com, Nuno Cortez, Igus and Stagenation*.

→ Video and timelapse production;

→ Working on institutional films and documentaries;

→ Sound recording and design for linear and non-linear media;

→ Stage assembly and assistance for *Meo Marés Vivas* 2018 and 2019

// **COLECTIVO** 「大音量コンピューター」 [2018 – Presently]

A founding member from **(LOUD VOLUME COMPUTER)**, a **multidisciplinary collective** with a **generative audio installation** presented in *Festival Semibreve* (Braga, 2018), with logistic support from the Faculty of Engineering of the University of Porto.

Graphic Designer // **Ergovisão − Comércio de Óptica, SA.** [May 2014 – July 2014]

Internship as graphic designer **creating visual communication** and publicity. Strengthening the established **visual identity in the market** through the **creation of logos, branding prototypes and ads** for upcoming glasses and contact-lens brands.

→ Helped strengthen social media presence;

→ Created informative ads for the physical store;

→ Helped manage the e-commerce branch.

Graphic design for the "*Montras Felizes*" campaign that ran across *Ergovisão*'s stores in Leiria. Aided the store's day-to-day tasks and responsibilities by setting up advertisements, distributing flyers, running errands, among others.

→ **Education**

Master in Multimedia − Interactive Music and Sound Design // **Faculty of Engineerring of the University of Porto** [2017 – 2019]

The MSc in Multimedia harnesses the **creation of advanced work in the field of music technologies** and **digital media**.

Design of **sound-related applications** for diverse media: videogames, interactive installations, sound design for cinema and non-linear mediums. **Production of multimedia content**, digital narratives, transmedia, and art installations.

Bachelor in Audiovisual Communication and Multimedia // **Lusófona University of Porto** [2014 – 2017]

Interdisciplinary training in the area **of audiovisual creation and technologies associated with traditional media**, such as film and television production, script-writing, lighting and scenography, sound, communication arts, and design as well as 3D modeling, animation, and other digital media.

Organization, graphic design, and communication of Multiplex 2017, a 3-day bi-annual cinema and media program featuring renowned filmmakers.

Level 4 (EQF) Vocational Education as Multimedia Technician // **Professional Institute of Advanced Technologies** [2011 – 2014]

Training **multimedia communication and associated technologies**: graphic and web design, audiovisual communication, 3D modelling, project management, and information systems.

→ **Research**

"*Interdependent Compositions Employed in Sonic Ecosystems: Integrating the Listener in the Evolving Soundscape*" // **MSc in Multimedia dissertation** [Porto, July 2019]

(pending *double-blind review*) "*Interdependent Compositions Employed in Sonic Ecosystems: Integrating the Listener in the Evolving Soundscape*" // **1st International Soundscape Conference: Heritage, History, Artistic Territories and Sound Archeology** [Braga, April 2019]

→ **Complementary education**

Computer Music Workshop — INESC TEC [March 2019]

EMAV's Mobile Television Unit — ULHT [November 2015]

Acting for Camera, "Flash TV" — ULHT [November 2015]

Unity 3D — IPTA [March 2013]

→ **Organizations**

Member // **Municipal Youth Council of Gondomar** [2017 — 2019]

Vogal for the board of directors // **Liga-Dura - Cultura, Espectáculo e Conhecimento** [2017 — 2019]

→ **Languages**

Portuguese (Native) // **English** (Advanced fluency) // **Espanhol** (Basic speaker)

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