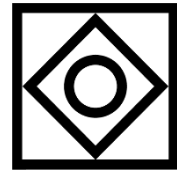


# Marcelo Ferreira de Sousa



21/03/1996

– Porto, Portugal

**Contact** → marcelodesousa@pm.me

Marcelo is a freelance **media artist creating audiovisual communication, digital arts, and multimedia**. An avid wanderer, he listens to the **sounds of spaces** and researches its uses in field recordings, soundscapes, audio spatialization, and sound art.

Passionate about **digital art and new media**, he has been designing *ecosystemic* experiences as collaborative spaces of self-reflection through interaction.

Artwork has been exhibited in media festivals such as **Porto Post Doc**, **Semibreve**, and **Espaço MIRA**

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

## → Skills

Video and Cinematography; Sound design and recording; Graphic arts and digital media; Multimedia communication and technologies.

## → Online portfolio

[www.marcelosousa.xyz](http://www.marcelosousa.xyz)

[behance.net/marcelodesousa](https://www.behance.net/marcelodesousa)

[github.com/marcelodesousa](https://github.com/marcelodesousa)

[freesound.org/mxrceiv](https://freesound.org/mxrceiv)

## → Languages

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

## → Experience

Junior Campaign Manager // **Blue Market Agency** [julho 2020 – Presently]

**Managing digital marketing campaigns** through performance marketing methodologies. Lead generation, traffic growth, and copywriting in Google Ads + Facebooks Ads.

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*, *PrugentDiam*, *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 Engineering 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]



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marcelo sousa,  
av & multimedia,  
porto — portugal  
[www.lovebliss.xyz](http://www.lovebliss.xyz)

