



Matheus Martins Andrade dos Santos

Design and Multimedia

Brazilian and Portuguese

21 years old

Barcelona, Spain

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Portfolio: meltedstudio.com/matheus

Profile

Designer with 6 years of professional experience as a freelance Graphic Designer, from brand identities to clothing lines. Currently studying Design in ELISAVA, Barcelona. Experienced in 3D modelling, photographic manipulation, vectors, typography, digital paintings, 3D and 2D animation, and video editing. Interested in art direction and creative direction.

Languages

- Native Portuguese
- Proficient English (C2)
- Fluent Spanish (B2)

Work

Alexei Clothing Brand

[graphic design and product design, 2019-2021]

- Worked with the Alexei Company since 2019. Helped design the 2020 collection and the upcoming 2021 collection (brand identity, patterns, skateboards, prints and promotional items).

Roberta Sá - Pra Nunca Se Acabar

[Personal Branding, 2020]

- Designed a branding of the new musical project along with Instagram feed for the singer Roberta Sá (Pra Nunca se Acabar).

MOP - Publicity

[3D modelling and animation, 2020]

- Finalist of the MOP competition. 3D animation with 3 other designers to be presented in LED panels around Lisbon and Porto.

Orla Rio

[Branding, 2019-2020]

- Developed a full rebranding and Brand Book development for the Orla Rio company in Rio de Janeiro.

Juquitiba Turismo

[Branding, 2016]

- Did a website rebranding for Juquitiba Turismo, the main touristic company of the city of Juquitiba - São Paulo.

Internship in Desformatados

[graphic design internship, 2016]

- Did an internship for a web design company in São Paulo.

Softwares

- Photoshop
- Illustrator
- InDesign
- Blender
- Cinema 4D
- 3Ds Max
- Premiere
- After Effects
- Lightroom
- HTML
- CSS

Skills

- Graphic Design
- Typography
- 3D modelling
- 3D and 2D animation
- Art direction
- Prototyping
- Illustration
- Video editing
- Digital painting
- Vectors
- Photography
- Photo manipulation
- Sculpting

Study

ELISAVA - Barcelona

[Study Abroad - Design Course]

- Started in 2021

IADE - Lisbon

[College - Global Design]

- Graduated in 2021

Academic Experience

- Participated in activities creating sustainable design ideas for companies such as Rock in Rio and Calouste Gulbenkian Foundation.
- Developed short films and promotional videos, including mediums such as stop motion, live action, 3D and 2D animation.
- Experimented with furniture design, UX design, retail design and graphic design.
- Developed a Video Game with a small team of designers as a creative director, art director and level designer while also doing 3D modelling, animations, user interface, storytelling and voice acting. The game entered the finalists of the Playstation Talents Indie competition in 2020. (Spyre)
- Experimented with ceramics, woodworking, screen printing, typography, 3D printing and Laser cutting.
- Participated in a 48 hour Game Jam proportionated by IADE University (2020).
- Wrote a monograph for theoretical physics - The Creation of Wormholes in Dimesions Beyond the Third (2016).
- Bronze medal in the Canguru Math Olympics - Canguru Sem Fronteiras (2016).

Volunteer Work

Casa Florescer

[Homeless Shelter - 2017]

- Did charity work in a homeless shelter focused on transgender women in São Paulo.

Doc Lisboa

[Film Festival - 2018]

- Volunteered as a Jury's Angel for the international competition in the Doc Lisboa Film Festival.

A Vida São Dois Dias

[Film Production - 2019]

- Volunteered as production assistant in a portuguese feature-length film.
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