

# TATIANE LEITE

## SUMMARY OF QUALIFICATIONS

Eight years of experience in Computer Graphics.

Innovative and self-driven, with a patented idea in Brazil as result of a Master's degree.

Extremely versatile personality, transitions very well between different areas and enjoys to work in multi disciplinary environments.

Spanish (intermediate);  
Portuguese (native).

## SKILLS

Software:  
Maya, Photoshop, After Effects, Nuke, ZBrush, Avid, FinalCut, Adobe Premiere

Language:  
Java, Android, C, Python

## ACHIEVEMENTS

Scholarship  
Mary Pickford 2016

Patent in Brazil ∞  
**Title:** Improving the Attractiveness of Faces in Images  
**Number:** BR 10 2012 016227 0

Scholarship for Master's Program (2 years) - Sponsored by CAPES Foundation (Education Ministry of Brazil)

## PUBLICATIONS

SIBGRAPI 2015 - Conference on Graphics, Patterns and Images  
**Title:** Improving the Attractiveness of Faces in Images ∞

WSCG10 - International Conference on Computer Graphics, Visualization and Computer Vision  
**Title:** 3D Facial Animation for Mobile Devices ∞

## WORK EXPERIENCE

**7 Generation Games** (CA, USA)  
Jul 2016 - Now

**In Transit Feature Film** (CA, USA)  
Jul 2016 - Oct 2016

**Moonesta Short Film** (CA, USA)  
May 2016 - Jun 2016

**UCLA Extension** (CA, USA)  
Jan 2013 - Dec 2013

**Venturus Technical Innovation Center** (SP, Brazil)  
Oct 2008 - Jun 2010

**Motorola** (SP, Brazil)  
Feb 2008 - Oct 2008

## EDUCATION

**Santa Monica College** (CA, USA)  
2015 - Present

**Gnomon** (CA, USA)  
2014 - 2015

**UCLA Extension** (CA, USA)  
2012 - 2014

**University of Campinas** (SP, Brazil)  
2010 - 2012

**University of Campinas** (SP, Brazil)  
2003 - 2007

## RELEVANT EXPERIENCE

**CTNx Creative Talent Network Animation Expo** (Burbank, CA)  
2015 and 2016

**LABRFF Los Angeles Brazilian Film Festival** (Los Angeles, CA)  
2015 and 2016

### General Artist ∞

- Worked on four shipped titles (3 for PCs, 1 for iPad)
- Collaborates closely with producer and developers to design game UI and art assets such as characters, backgrounds, icons, and promos, as well as adapting existing assets to different visual styles
- Creates appealing educational videos using a variety of compositing techniques, varying from exclusive 2D animations to mix of 2D elements over footage

### Editor ∞

- Creatively assembled all the layers of images, music and dialogue in order to create a powerful narrative
- Collaborated closely with the director to understand the dramatic story line and build the rhythm, pace and tension desired for the scenes

### Digital Compositor and Animator ∞

- Came up with the easiest and fastest solution to create a VFX butterfly that would be a parody of a medical TV commercial
- Created a butterfly animation and composed it into the shots using techniques such as camera tracking, color correction, 3D layers and particles

### Teaching Assistant

- Responsible for setting up and operating audiovisual equipments; maintain a record of every student's attendance and deliveries; organize and label all deliveries and plan schedules for presentations

### Software Engineer

- Developed apps that use camera phone and image processing to perform different activities such as panoramas pictures, face warp and face detection

### Software Developer

- Tested, debugged and fixed mobile operating systems and new prototypes

### Animation Certificate

- GPA: 3.93

### Visual Effects Courses

- Compositing, Digital Sculpting, Maya Courses such as Character Animation and Modeling

### Certificate in Entertainment Studies

- Earned with distinction

### Master of Science in Computer Engineering ∞

- Thesis: Enhancement of facial attractiveness in images

### Bachelor of Science in Computer Engineering

### Volunteer

- Organized and managed guest flow at venues; hosting and managing speakers, directing guests to correct lines and theaters

### Volunteer

- Assisted the event director with day-to-day planning for festival events and screenings