

TATIANE LEITE

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(310)733-0548

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

General Artist ∞

- Responsible for the design and graphical work of several games, from character creation and animation to branding assets and promos.
- Developed a portfolio of 2D animations and videos that either move the game story forward or explains math techniques for educational purposes.

Editor ∞

- Responsible for assembling creatively all the layers of images, dialogue and music 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 ∞

- Responsible for coming up with the easiest and fastest solution to create a VFX butterfly that would be a parody of a medical TV advertisement.
- Created the 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, face detection.

Software Developer

- Testing and debugging mobile operating systems and new prototypes and bug.

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

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

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

Volunteer

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

Volunteer

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