

MARCOS ELIAS

Senior 3D Animator – TV, VFX & Games

www.melias.com.br



PERSONAL

Name	Marcos Elias
Relationship	Married
Nationality	Brazilian
Living	Rio de Janeiro, BR
Languages	Portuguese, English

CONTACT

Mobile	+55 (21) 98214-5274
Email	meliascg@gmail.com
Discord	marcoselias

WORK

Experience	13+ years
Currently	3D Animator
Specialties	Character animation, VFX, TV series, cinematic shots

EDUCATION

AZMT CGI Course
Onfire Animation
iAnimate.net Creature Animation Workshop – 3 modules
The Animation Collaborative - Emeryville, CA USA Winter EPIC Intensive: Animation Demo & Lecture 2019

ONLINE PROFILE

www.linkedin.com/in/meliascg
www.vimeo.com/melias
www.melias.com.br

TIMELINE

- **3D Animator**
at Boxel Studio / Dec 2021 – Nov 2023
3D Animator Freelancer
at Rodeo FX / Sep 2022 – Out 2022
- **3D Animator**
at B-Water / May 2021 – Dec 2020
- **3D Animator**
at Rooftop / Aug 2020 – Dec 2020
3D Animator / Generalist
at TV Globo / Jan 2020 – Apr 2020
- **3D Animator**
at SIDIA – Samsung / Feb 2017 – Dec 2019
Remote 3D Character Animator
at Open Alliance Media
Apr 2017– Aug 2017
- **3D Animator / Generalist**
at TV Globo / Nov 2016 – Feb 2017
Remote 3D Character Animator
at Hype.cg / Jul 2016 – Feb 2017
Motion Designer
at Fox Latin American Channels
May 2016 – Nov 2016
- **Remote 3D Character Animator**
at Wizard Animation / Set 2015 – Nov 2015
Remote 3D Character Animator
at Mono3D / Aug 2015 – Oct 2015
- **3D Animator / Generalist**
at TV Globo / Feb 2014 – Dec 2015
- **Generalist**
at Ideosfera / Aug 2013 – Oct 2013
Generalist
at Unloop / May 2013– Aug 2013
- **3D Animator / Generalist**
at CCAA / Aug 2011 – Oct 2012
- **Generalist**
at Plano Z / Jan2010 – Aug 2011

Dear Hiring Team,

I'm excited to apply for the Character Animator position at your studio. With over 13 years of experience in animation, I have dedicated my career to bringing characters to life across a wide range of projects, including animated series, feature films, VFX, and video games. My passion lies in crafting engaging performances through strong body mechanics, expressive acting, and precise timing, whether for film, TV, or interactive media.

Throughout my career, I've had the opportunity to contribute to high-profile productions, working on projects for Disney Channel, Netflix, and the CW's "Superman & Lois," among others. These experiences have strengthened my ability to interpret animatics, collaborate within creative teams, and adapt to different styles and pipelines. Proficient in Maya, I also have a solid understanding of layout, camera work, and storytelling, which helps me approach animation with a holistic perspective.

I'm particularly drawn to this opportunity because of your studio's commitment to high-quality animation and innovative storytelling. The chance to collaborate with a talented team, whether on games, VFX, or animated content is what excites me most. Additionally, the flexibility of remote work aligns well with my current setup, allowing me to seamlessly integrate into your workflow from my location in Rio de Janeiro.

I'd love the opportunity to discuss how my skills and experience can contribute to your projects. Please find my CV, portfolio, and showreel attached. I look forward to the possibility of joining your team.

Best regards,