

Giovani Kososki de Camargo - Senior Art Director/Character Artist

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Experience:

Freelancer 3d Artist *september 2019 - present.*

Fish Films/ Miralumo - Partner/Co-Founder *october 2016 - september 2019* - Responsibilities:

- Art director, senior 3d modeler/ supervisor, 3d character modeling and look development, developed x-gen hair system for different characters, developed ncloth system for different characters, fx supervisor for the short film Napo.

Escola Revolution *june 2016 - Present*

- 3D modeler instructor and online mentor.

Easy Filmes *september 2012 - june 2016 - Responsibilities:*

- Art Direction, Illustrator, concept artist, storyboard, look development and 3d generalist for many advertisement productions.

Oger Sepol *november 2010 - august 2012 - Responsibilities:*

- Art direction, character design, concept art, illustration, storyboard and 3d modeling for animated short *miroca e seu cuco caduco* and *menina bonita do laço de fita*.

Freelance Comic Colorist at Marvel Comics, DC Comics and Dynamite Entertainment

July 2009 - november 2011 - Here are some titles I worked for those companies:

Thunderbolts #129 (Marvel Comics)

Justice League: Cry for Justice #7 (DC Comics)

Jungle Girl: Season Two (Dynamite Entertainment)

Personal Profile:

I'm a self taught artist who loves to play his old acoustic guitar (or at least I try). I have a strong background in art. The feeling of learning and evolution is something important to me as an artist and because of this I'm always trying to push myself to new challenges. I love to work on a team, you always know you can count and learn with your colleagues.

Awards and Features:

CGHub Top Row, 3DTotal Staff Pick, 3DTotal Excellence Award, 3DTotal interview, 3D Artist Magazine #117, ArtStation Picks, CGsociety CG Award and Featured Artwork.

Press, Talks and Workshops:

2017 - Revolution Workshop - From modeling to render.

2019 - TOPIA /Brazil (talk) - Napo: Um Pequeno Grande Curta.

2019 - Charneira Workshop - Modeling a Realistic Human Head

Softwares:

ZBrush, 3D Studio Max, Maya, Mari, Adobe (Photoshop, After Effects, Illustrator), Marvelous Designer, Substance Painter, Nuke (soft notion).

Education:

2008 - Bachelor of Fine Arts in Paintings at Escola de Música e Belas Artes do Paraná (EMBAP).

2016- INSIDE: Male Anatomy - Instructor Rafael Souza.

2017- Workshop: Look Development - Instructor Pedro Conti.

2018 - Revolution Workshop - Instructor Glauco Longhi.

2018 - INSIDE: Action Figures - Instructor Igor Catto.