Alessandro Lima - Curriculum
www.alessandrolima.com
www.linkedin.com/in/alessandroplima

alessandrolima@alessandrolima.com
alessandroplima@gmail.com

Alessandro Lima

Presentation Letter

I am Alessandro Lima, Bachelor and Master in Design, with over 20 years of experience in 3D Art and Digital Games production, as well as more than 13 years of experience in university teaching in Digital Games and Design. Today, I work with Digital Games and Animation, focusing on people and project management, art direction, and technical leadership, while also producing as a 3D artist.

SOME RESULTS

Since 2007, I have published six technical books on 3D production that have served as a knowledge base for various universities, schools, and artists in Brazil.

For all the books, through direct partnerships with manufacturers, I obtained NFR licenses for their production.

For the Substance Designer book, its preface was written by Sebastien Deguy: creator and founder of Allegorithmic.

In studios, I have managed large interdisciplinary/multidisciplinary teams of up to 21 members, composed of 2D artists, 3D artists, animators, VFX artists, art directors, and producers.

At Puga Studio, I developed and documented the respective Career Plans for the Animation and VFX department.

Also at Puga, together with the Animation and VFX teams, I developed and documented best practices and organization for project work.

At Puga's HR, I helped improve the hunting and selection methodologies for Animation and VFX professionals.

At Feevale, I worked in Art Direction and Management of Academic Projects with government funding, as well as supervised more than 60 projects in Digital Games and Animation Design, most of them being final course projects (TCC).

I established a direct international partnership between Feevale and Allegorithmic, through which the university received licenses for use in projects and in the classroom, making it one of the first in Brazil to implement Substance.

Professional Experience

Universidade Feevale   **Feb 2011 – until now**

Associate Professor in Digital Games, Design and Animation Design courses.
• Teaching in disciplines:
Basic 3D, Character Modeling and Animation, Advanced 3D, Rendering and Pos-production, Facial Animation, Project 2 (Animation Design course) and Project 6 (course conclusion in Digital Games).

Polyhide Outsourcing Studio   **Mar 2010 – until now**

Head of Production and Art Director
• Responsable for adminstration and project development.

Puga Studios/Room8 Studio   **Dec 2021 – Apr 2024**

AnimationVFX Department Manager
• AnimationVX Team and Department Manager.

Uniritter Laureate International Universities   **Mar 2013 – Jun 2015**

Associate Professor in Game Design and Design courses.
• Teachig in disciplines:
Computer Graphics 1 2D, Computer Graphics and Scenes 3D Modeling.

Aquiris Game Studio   **Apr 2007 – Ago 2013**

Lead 3D Character
• Responsble for Character 3D development (3d modeling low and highpoly, digital sculpt, UV, bakes, texturing and projections, some riggings and skins).

Alfamídia Prow   **May 2010 – Jun 2011**

Instructor
• Teaching in presencial courses about 3D industry and some books about 3dsmax.

Southlogic Studios   **Mar 2006 – Mar 2007**

Designer 3D
• Responsable for 3d modeling low and highpoly, digital sculpt, UV, bakes, texturing and projections.

Compumanager LTDA   **Jun 2003 – Feb 2006**

Designer   3D
• Responsable to create internal scenes for ArchViz, including 3d modeling, UV, texturing, ilumination, rendering and pos-productions.

UFRGS   **Jun 2013 – Jun 2015**

Academic Master's Degree in Design and Technology

• DESING AND AGILE PRACTICES: Application of Agile Philosophy and Principles in the Development of Three-Dimensional Models for Digital Games

Feevale University   **2011**

MBA in Strategic Comunications and Branding
• Advergames as a Form of Public Engagement by the Brand:
Study of Metrics

Uniritter   **2006 - 2010**

Bachelor in Graphic Design

Autodesk   **2012**

Autodesk Certification 3ds Max 2012 – Level 1

Publications	2018 – Substance Designer: Introduction to Procedural Texturization (book)

2011 – Design of Three-Dimensional and Virtual Characters: Validation and Adaptation of Methodologies (book).

2011 – Character Design for Next-Gen Games Volume 2 (book).

2011 – Character Design for Next-Gen Games Volume 1 (book).

2010 – ZBrush for Beginners (book).

2007 – Developing 3D Characters with 3dsmax (book). |
| **Softskills** | Team management and project management, coaching aimed at high performance, good communication (Portuguese and English) and conciliatory articulation of conflicts, art direction and technical leadership in static or animated 3D projects. |
| **Hardskills** | For management: agile development methods, coaching techniques for high performance, excellent organization, methodical process when necessary and good creative direction focused on solving client needs.

For production: 3D modeling (low, middle and highpoly), digital sculpt, UV, bake, realistic and stylized texturing, illumination, rendering, pos-production, rigging, skinning, 3D animation (body and facial), engine implementations and traditional draw. |
| **Software Domain** | Monday Manager, Jira, Slack, Notion, Autodesk 3dsmax, Vray Render, Zbrush, MudBox, Substance Designer, Substance Painter, xNormal, Photoshop, Unity 3D Engine, After Effects, Premiere, Dreamweaver and tools for management (spreadsheets, management systems, etc.). |
| **Contacts and more informations** | For more information, see in ww.alessandrolima.com |