

MARIANA KOTSEVITIS

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Summary

Passionate about both animation and illustration, and adept at managing heavy workloads while focusing on the task given. Always open to learning new things. My goal is to become a lead animator, and produce short animated 2D comics on the side.

Programs

Maya	Adobe Premiere	Nuke	Perforce
Photoshop	Flash Professional	Audacity	Excel / Word
MotionBuilder	After Effects	CACANI	

Work Experience

External Animation Coordinator (Treyarch - Black Ops 4 - Los Angeles, CA, USA) October 2017 - October 2018

- Communication between our studio and the outsourcing studio
- Motion Capture data cleanup, preparation and tweaking to fit with several kinds of weapons
- Organizing and keeping track of thousands of files
- Helping out whenever needed, such as bug testing and writing documentation

Freelance Animator (Vitruvian Entertainment - Los Angeles, CA, USA) April 1st 2016 - April 20th 2016

- Motion Capture data cleanup
- Cooperation with martial arts master to change the animation poses when necessary

Art Teacher Intern (Anglo Cassiano Ricardo - São José dos Campos, Brazil) August 2011 - December 2011

- Assisted the art teacher/mentor with children in the classroom, from 1st to 6th grade
- Helped teacher/mentor with supplies and attended teacher meetings

Game Master (volunteer) (Nova Ragnarok Online) December 2017 - January 2019

- Customer support (answering questions, solving issues)
- Public relations (interaction with a massive community)
- Management (banning and punishing rule breakers, helping train newcomers in the staff)
- Event planning (interactive in-game events hosted for public entertainment)

Artist (volunteer) (Pokeheroes.com) Feb 15th 2015 - July 11th 2016

- Responsible for drawings, banners and graphic design
- Occasionally in a leadership role

Education and Training

Animation (Gnomon School of Visual Effects) 2013 - 2016

- Learned basic 3D skillsets (modeling, lighting, rigging, scripting), mostly in Maya
- Completed the Animation track (advanced character animation, creature animation, previz, MoCap)
- Extra courses include traditional sculpture, animal / human anatomy, vehicle / character / creature design

Bachelor's Degree - Visual Arts (PUC-Campinas) 2008 - 2012

- Learned mostly traditional skills, graphic design, art history and modern art.

Accomplishments

- #20 on Top 100 on The Rookies 2016
- Featured in the Brazilian Nintendo World magazine, #187, page 62.
- Worked in collaboration with 50+ other artists in 14 projects