

RAPHAEL LIMA

3D Animator | Character & Cinematic Animation

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[Demo Reel](#) | [Vimeo Portfolio](#) | [LinkedIn](#)

Based in Brazil • Available for remote work worldwide • Open to relocation with visa sponsorship

PROFESSIONAL SUMMARY

3D Animator with more than five years of full-time experience in character animation and over 11 years of overall experience in 3D and CG production. This includes more than four years working on AAA game productions at Waterproof Studios. Strong in keyframe animation, motion-capture editing and polish, body mechanics, dialogue-driven performance and facial animation. Experienced in international remote-production pipelines using Maya and MotionBuilder.

SELECTED RELEASED AAA CREDITS

Mortal Kombat 1 • Mortal Kombat 1: Khaos Reigns • Sid Meier's Civilization VII • Unknown 9: Awakening

PROFESSIONAL EXPERIENCE

3D / Character Animator | Waterproof Studios

Mar 2022 - Present

Vancouver, Canada - Remote

- Create and polish character, cinematic and cutscene animation across multiple released AAA titles using Maya and MotionBuilder, combining motion-capture workflows with keyframe animation.
- Clean up, retarget, edit and polish mocap performances with focus on body mechanics, weight, timing, posing, acting and character intent.
- Contribute across body and facial animation workflows, including dialogue-driven cinematic performance and facial animation on studio productions.

3D Animator | Rede Globo

Mar 2017 - Mar 2022

Rio de Janeiro, Brazil

- Character animation, mocap editing and camera animation in Maya for television and broadcast productions; additional crowd-simulation support with Golaem when required.

Character Animator - Freelance | Independent

Jan 2016 - Feb 2017

Brazil

- Character animation for television series, advertising and smaller commercial productions.

Earlier 3D Experience

Rede Record - Crowd TD / 3D Generalist (2015) • Framebox Studio - Co-Founder / 3D Generalist (2014) • Unloop Filmes - 3D Generalist (2011-2013) • UPX Studio - Character Animator (2011) • Studio Ideosfera - 3D Generalist (2011)

CORE SKILLS & SOFTWARE

Animation: Character Animation • Body Mechanics • Keyframe Animation • Mocap Editing & Polish • Retargeting • Facial Animation • Dialogue / Acting • Performance Animation • Cinematic / Cutscene Animation • Camera / Layout

Software: Maya - Advanced • MotionBuilder - Advanced • Unreal Engine - Working Knowledge • Photoshop - Advanced • Golaem / 3ds Max - Prior Experience

Languages: Portuguese (Native) • English (Professional Working)

EDUCATION

Animation Flow - Animation School (2020-2022) • Onfire - Animation School (2016-2018)

Bachelor's Degree in Visual Arts - Faculdade Pestalozzi, Rio de Janeiro (2007) • English Course - Vancouver, Canada (2010)