

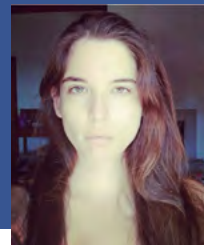
# DIANA DAVID

Animator | Storyboard Artist | Character Designer

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www.dianadavid.net

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PORTUGAL  
diana-david200 💰

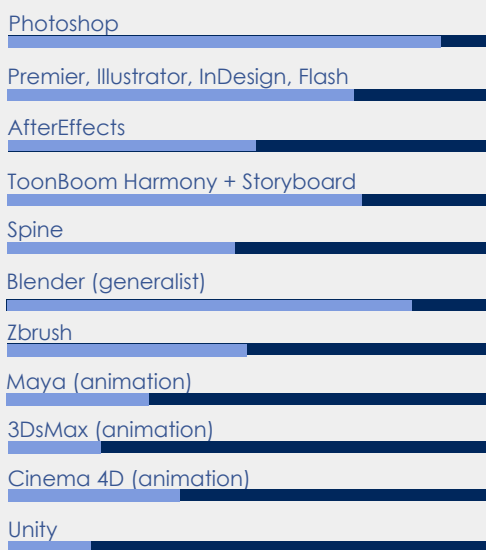


## EDUCATION

- Currently 2020 **PHD in MULTIMEDIA ART**  
Faculty of Fine Arts of University of Lisbon
- 2018 **CCP - Pedagogical Skills Certificate**  
2017 Alamedas Office
- 2012 **MA in 3D COMPUTER ANIMATION**  
2011 Bournemouth University - NCCA
- 2010 **ERASMUS - ANIMATION**  
2010 Southampton Solent University
- 2010 **BA (hons) in MULTIMEDIA ART**  
2007 Faculty of Fine Arts of University of Lisbon



## SOFTWARES

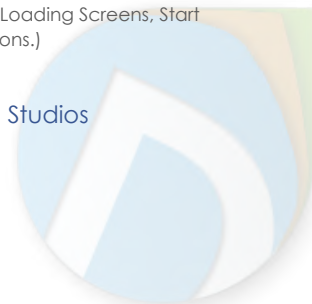


## LANGUAGES



## EXPERIENCE

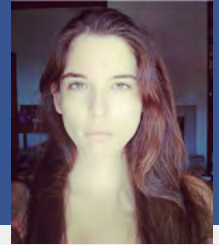
- Currently 2020 **Freelancer (remote)**  
3D World Magazine  
- Tutorial "Model Figures with Personality Using blender" #266  
- Tutorial "Rigging for Animators" #268  
- Cover + Tutorial about illumination #272
- Telescola - Estudo em Casa  
- Illustrations for the portuguese class on TV during the COVID19 pandemic.
- Animator  
- Delta cafés  
- Continente  
- 2D Mini-TV Series  
- Lego  
- Pingo Doce
- 2018 2020 **2D | 3D GRAPHIC ARTIST**  
Miniclip - Lisboa - Portugal
- hipped Games:**  
Flip Skater  
8 Ball Pool  
8BP Trickshots  
Agario
- 2D & 3D asset creations  
- 2D e 3D Spine and Blender animation.  
- Idea Development, assets, backgrounds, UI e animation for 4 prototypes. Management of the work done in several projects.
- 2018 2013 **ANIMATOR, CHARACTER DESIGNER & STORYBOARD ARTIST**  
Illusive Studios - Lisboa - Portugal
- Clients: Sonae, Merylin in cooperation with Dreamworks, Sapo, Smart, Sonangol, etc
- 2D & 3D Animation Lead  
- Storyboards  
- Character Designs
- 2018 2018 **Toon Boom Animator**  
TomaVision - Remote work
- **Animated Serie:** Emmy & Gooroo (S02)
- 2013 2012 **GUI ARTIST**  
Frontier Developments - Cambridge - UK  
Client: Microsoft
- Shipped Games:**  
Coaster Crazy (IOS, Wii U)  
Zoo Tycoon (XBOX 360, XBOX ONE)  
\*3 games in development for Holo Lens
- UI Designs (Buttons, Menus, Loading Screens, Start Screens Design and Animations.)
- 2011 2010 **2D ANIMATOR**  
Bang Bang Animation Studios
- TV series:**  
NutriVentures (season 1)
- Flash Animation



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## PUBLICATIONS & RECOGNITIONS

- 2021 **Invited jury**  
at the Animation Course at Àrvore - Artistic and Professional School in Porto
- 2021 **Cover + Tutorial "Lighting your Character"**  
at 3D World magazine #272
- 2021 **Interviewed**  
by Jornal de Leiria about my professional career.
- 2021 **Interviewed**  
by OLHO - Animation Festival
- 2020 **Artigo/Tutorial "Rigging for Animators"**  
na revista 3D World #268, p.58-63
- 2020 **Tutorial "Model Figures with Personality using Blender"**  
at 3D World magazine #266, p.72-77
- 2020 **1st Place**  
at the Zbrush competition "O meu herói favorito".
- 2019 **Honorable Mention**  
BD Amadora comic competition.
- 2019 **Não era uma vez, eram muitas!**  
Illustrated children book
- 2017 **O Segredo do Grande Lago**  
Cover Illustration
- 2017 **Invited Jury**  
on the Concept Art course at OddSchool
- 2014 **O Ganho do Som Award**  
Best Animation
- 2012 **Revista 3D Artist, Computer Arts, Zona Mostra e Zona Negra 2**  
Featured 2D and 3D Work
- ...  
2007 **1st Place**  
at "Concurso de Desenho - Korrodi", from IPJ Leiria
- ...  
2006 **Selected Painting**  
ofered to a nordic school during the exchange programme.
- ...  
2003 **1st Lugar**  
at "Concurso de Mascotes" from School EB2+3 D.Dinís at Leiria
- ...  
1998 **Selected art work**  
for school stamps at school EB1 Amarela at Leiria.
- ...



## HOBBIES

Artistic Roller Skating  
Comic Books Collecting  
Console & Mobile Games  
Cinema & TV Series



## MASTERCLASSES, COURSES & WORKSHOPS

- 2021 **Unity online courses**  
Introduction to Unity
- 2020 **IEEE VR 2021**  
Interactive Storytelling for VR - Workshop
- 2020 **Siggraph Asia 2020**  
Virtual Reality Course - Visual Perception
- 2020 **Concept Design for TV and Film**  
Filipe Carvalho - Eu aprendo em casa
- 2020 **Cinanima - Brincar com a Percepção**  
Masterclasse - Visual Perception
- 2020 **Mascoteria Character Course**  
3D character modeling and Render
- 2019 **Workshop given by Consulting House for Miniclip**  
Time management with Results@Work  
Working@Miniclip  
SCRUM induction
- Stephen Silver - Level Up! Workshop**  
Workshop about charicature and stylized characters
- Dubbing for animated cartoons**  
Workshop about cartoon dubbing at PIM PAM PUM sound studio.
- 2018 **SCULP - Iconic Academy**  
Zbrush to Zbrush
- 2018 **CCP - Pedagogical Skills Certificate**  
Certification to give classes.
- 2017 **Banda-Desenhada - Next Art**  
"Curso de Verão de BD" - Comic book course
- 2017 **Entrepreneurship - Iconic Academy**  
"A Saga do Artista"
- 2016 **Animation - Mostra Animation Festival**  
Bill Pympton - MasterClass
- 2014 **Career - THU - Trojan Horse Was a Unicorn Festival**  
Catherine Mullan
- 2012 **Nuke - VES London**  
Davi Stein
- 2012 **Illustration - Bournemouth University**  
Neil Roberts
- 2012 **Acting for Animators - Bournemouth University**  
Ed Hooks
- 2012 **Illustration & Design - Bournemouth University**  
Richard Hogg
- 2011 **Roller Skating Teaching Course**  
Qualified for level 1



## RECOMENDATIONS

**FREDERICO MARTINS**   
3D Artist at Miniclip  
**Miniclip**  
Oeiras - Portugal

**NUNO CONCEIÇÃO**   
Studio Technical Director  
**Illusive Studios**  
Lisboa - Portugal

**JOSÉ POEIRAS**   
Animation Leader  
**Illusive Studios**  
Lisboa - Portugal

**ANIL GLENDINNING**   
GUI Leader  
**Frontier Developments**  
Cambridge - UK

**NUNO NOBRE**   
Animator and Storyboard Artist  
**Bang Bang Animations**  
Lisbon - Portugal

“ (...) Diana's **experience and know how in 2D and 3D art was clear and reassuring.** (...) having **Diana** on the team made me understand I had **someone I could count on** to face the challenges and adversities that might come. **She is** someone that is **a joy to work with,** always finding ways to make people smile.

When I'm working with Diana, I know I can count on her to be **creative,** (...). In the more practical aspects of production, she is someone that **upped the level of organization on the projects,** she had a great hand in keeping the team focused on what matters for a quick and "smooth sailing" production. (...)

“ I've had the privilege of working with Diana in the past 5 years and she has been one of the **most talented animators and concept artists** I've know. She never stopped **amazing me with how fast she could come up with great concept art and also storyboards.** As an animator she is also very good, both 2D and 3D animation with consistent good quality. Very **keen on learning** new software and/or techniques and always checking out what the industry is doing, driving her in a constant seek for perfection. I really hope I have the opportunity to work again with her!

“ Diana proves to be a very **versatile artist** with a **brutal talent** to dispatch cool storyboards and a few concept designs on the side and having a very **characteristic drawing line.** With the advantage of having the same **ease on creating 3D animation.** It was great to have you working by my "right" side during these couple of years, many, many thanks.

“ Diana is a very **talented artist and animator.** During my time working with her at Frontier I found her to be **very creative and always reliable.** Her excellent **work ethic, enthusiasm and creativity** made her a valued member of the team. I would have no hesitation in recommending her.

“ Diana is an **excellent colleague.** She is not only a workaholic (an enthusiastic and motivated one), but also someone to have fun with and admire as a role model. She is a responsible and **artistic animator.** She is always professional and **punctual on her deadlines, bringing her own talent and ideas, not only for the company, but for all colleagues and our own personal projects.** In a sentence: **She is to be admired as a professional and a friend,** which I'm proud to co - work with.



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