Alex Ferreira

Animator

Objective

Experience

Alex Ferreira Simões

Los Angeles, CA United States

914.297.5358 alefs01@gmail.com

Position as a Senior/Principal Animator, work closely with the head of dept and directors to achieve the best result. Contribute to a studio that produces high-quality work that will challenge me and guide other animation artists to achieve final quality results. Developing style and guide for the project.

Riot Games / Senior Animator Artist - League Champions

09 August 2021 - Present, Santa Monica CA

Producing Vibrant and exciting new animations for League of Legends in-game content, to be delivered to a global player base

Collaborating in a cross-disciplinary environment in the creation of in-game content.

Serve as an active participant in group critiques, discussions, and reviews.

Refine feedback from multiple sources and implement changes to the relevant

Learn and work with new proprietary tools to develop in-game animation sets for new champions

Animation Flow/ Mentor and Founder

01 October 2020 - Present, Los Angeles CA (Remote Work)

Founder and teacher of Online Animation Workshop and Patreon page for educational purposes in games and feature film animation.

Zombie TV Studios/ Head of Character Animation Freelance

01 October 2022 - Present, Los Angeles CA (Remote Work)

Head of character animation taking care from conceptualizing the project all the way to final delivery, assessing the project and casting shots for animators, providing daily reviews to achieve high quality on end result.

Dreamworks Animation / Character Animator

03 December 2018 - 25 June 2021, Glendale CA

Creating memorable acting choices - being able to define the characters and offer fresh and original ideas. Developing the emotional content of each scene through strong acting skills.

Working closely with directing animators to keep characters on model. Set a high-quality standard of animation for other animators to follow.

Department animator featured film division working on several projects, including *Abominable*, *Dragons 3 holiday special*, *Boss Baby - Family Business*, and *The Bad Guys*.

Animagrad Studios / Supervising Animator - Remote

10 October 2019 - 30 July 2021, Kyiv, Ukraine (Remote Work)

Supervising animator for the featured film Mavka - The Forest Song, casting,

reviewing, and finalizing shots on a team of 20 artists, working closely with the director and head of animation.

Big Grinn Studios/ Supervising Animator - Remote

03 March 2021 - 01 February 2022, Los Angeles CA(Remote work)

Supervising animator for the short-film *Luki and the Lights*, casting, reviewing, and finalizing shots on a team of 20 artists, working closely with the director and other supervisors.

Roof Studio / Supervising Animator - Remote

03 March 2020 - 01 June 2021, New York NY (Remote work)

Supervisor on high-quality TV ads including realistic and cartoon characters

Cat and Moth - Artella Project / Supervising Animator - Remote

20 August 2018 - 01 February 2019, Remote

Responsible for pitching, reviewing, casting and finalizing shots working closely with the director.

Blue Sky Studios / Character Animator

02 July 2018 - 28 September 2018, Greenwich CT

Animator on "Spies in Disguise" feature film.

Sony Pictures Imageworks / Character Animator

06 November 2017 - 23 March 2018, Vancouver BC

Animator on "Hotel Transylvania 3" featured film.

Shed Mtl / Character Animator

10 July 2017 - 23 February 2018, Montreal QC (Local + Remote work)

Senior Animator for high-end TV advertisements Full CG.

Roof Studio / Freelance Character Animator

03 April 2017 - 14 July 2017, New York NY (Remote work)

Animator on the short film "Imaginary Friends Society: What is an MRI?"

Bardel Entertainment / Character Animator

26 February 2016 - 03 November 2017, Vancouver BC

Senior Animator or TV Series: Dreamworks TV: "The Adventures of Puss in Boots", Rovio: "Angry Birds Blues", Nickelodeon: "Lucky" and Netflix: "The Dragon Prince"

Wizart Animation / Freelance Character Animator

02 March 2015 - 14 April 2017, Moscow RU (Remote work)

Intermediate Animator on "Sheep and Wolves" and "Snow Queen 3" featured films.

Senac SP / Teacher

11 April 2011 - 26 July 2013, Sao Paulo SP

Teacher of Autodesk 3ds Max and Maya in a certified Autodesk Training Center.

Education

Animsquad / Expert Animation Workshop

February 2016 - April 2016, Online

Expert Acting Workshop with mentor Malcon Pierce (Walt Disney Studios)

Animation Collaborative / Advanced Acting Animation

April 2014 - July 2014, Emeryville CA

Advanced Acting Animation classes with mentor Royce Wesley (Pixar)

Animation Mentor/ Animation Fundamentals

February 2013 - April 2014, Online

Animation Fundamentals classes with various mentors from the industry

Faculdades Oswaldo Cruz / Bachelor Industrial Design

January 2009 - November 2012, São Paulo SP

Bachelor Degree in Industrial Design. Grade A on my thesis

Languages

Portuguese/ Native

English / Advanced

Spanish / Intermediate

Media and Links



Forbes Magazine Highlight





RollingStone Magazine Highlight

Patreon - Animation Flow | Weekly Character Animation Lectures | Patreon

Voyage LA - Conversations with Alex Ferreira Simoes - Voyage LA Magazine | LA City Guide

Shoutout LA - Meet Alex Ferreira Simoes | Mentor & Character Animator - SHOUTOUT LA