



RODOLFO PERISSÉ

HI!

I am an experienced 2D artist, who has contributed work to projects for renowned studios such as Cartoon Network, Netflix and Blizzard. In my extensive experience, from animated TV Series to video games, I worked doing concept art, character design, animatics, animation and as creative art director. In addition, I have good communication and well developed interpersonal skills.

EXPERIENCE

TOKAMAK STUDIO - As Freelancer

Current moment - Germany

I offer my services as freelancer: concept art, character design, illustration, storyboards and animation.

GAMEFORGE - Creative Art Director, Concept Artist and Outsourcing Manager

July 2022 - July 2023 - Germany

I was responsible for the visual development of a game, for the teasers and trailer of it and for the outsourcing management of the 3d assets. I also wrote and directed 4 short-films.

TOMAVISION - Creative Art Director

August 2021 - February 2022 - Spain

I was responsible for supervising the Art Team in the production of an animated TV series.

COPA STUDIO - Creative Art Director

February 2016 - July 2021 - Brazil

Working on the animated series "Jorel's Brother", seasons 2, 3 and 4, Cartoon Network, a top audience show in Brazil and Emmy Kids nominated; "Wake Up Carlo!", Netflix; and "Gigablaster", Gloob.

CONTACT

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PORTFOLIO

tokamakstudio.com/

EDUCATION

Design - Fine Arts School

2002 - 2008

Universidade Federal do Rio de Janeiro

TOP SKILLS

Concept Art

Character Design

Layout and Background Painting

Storyboards and Animatics

Animation

Team Management

LANGUAGES

Portuguese *Native*

English *Full Professional*

Spanish *Professional Working*

French *Limited Working*

German *A2.2*



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EXPERIENCE

ESTÚDIO ÍCONE - Illustrator, Concept Artist and Character Designer

October 2012 – August 2013 – Brazil

I was responsible for the development of concept art and character design, painting illustrations and backgrounds.

SEAGULLS FLY - Illustrator, Concept Artist and Character Designer

October 2010 – October 2012 – Brazil

I was responsible for producing, along the team, 2d illustrations for Blizzard's Diablo III intros and hero movies, development of concept art and character design, painting illustrations and backgrounds.

LABOCINE - Animator / Animation Supervisor / Illustrator and Background Painter

October 2006 – October 2010 – Brazil


I worked as 2d animator, supervisor of 2d animation and background artist.

EDUCATION

UNIVERSIDADE FEDERAL DO RIO DE JANEIRO (FEDERAL UNIVERSITY OF RIO DE JANEIRO)

2002 – 2008

Design (Graphic Design) – Fine Arts School of Rio de Janeiro

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