

RODOLFO PERISSÉ

CONTACT

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+49 1523 6309084

PORTFOLIO

<https://tokamakstudio.com/>

TOP SKILLS

Concept Art
Layout
Background Painting
Character Design
Team Managing

LANGUAGES

Portuguese _____ Native
English _____ Full Professional
Spanish __ Professional Working
French _____ Limited Working
German _____ A1.2



My name is Rodolfo Perissé, I am a 2D Artist that's into Animation and Games.

I have experience as a 2D animator, concept artist, character designer, background painting and team management. I also had the opportunity to do illustrations for Blizzard's Diablo III and to do concept art for a Ubisoft pitch. I worked for 5 and a half years as an art director on animated TV series. I've worked on projects for Cartoon Network, Netflix and other companies.

In the last company I worked for, I was responsible for the visual development of a game, creating rough animations and animatics for it, I was the Outsourcing Manager and created the story, wrote the scripts and directed 4 3D animation films for the marketing campaign of our product.

I am very versatile, proactive and committed to good communication.

Nice to meet you!

EXPERIENCE

GAMEFORGE

Creative Art Director, Concept Artist and Outsourcing Manager

July 2022 - July 2023 (1 year) - Germany

Responsible for the visual development of a game:

- Art Direction
- Character Design
- Concept Art
- Prop Design
- Background Painter
- Animation Direction
- Storyboards and Animatics

Responsible for the teasers and trailer of the game:

- The films' narrative approach
- Writing the scripts
- Direction of the Films

Responsible for outsourcing management:

- Creating briefings, guidelines, concept art and references
- Approving the outsourced production
- Finding new processes specific to the project demands

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EXPERIENCE

TOMAVISION

Creative Art Director

August 2021 - February 2022 (7 months) - Spain

Responsible for supervising the Art Team in the production of an animated TV series:

- Breakdown of episodes
- Distributing and managing the team's tasks
- Backgrounds and Props production
- Responsible for all the artists to follow the series style in a coherent way and with continuity
- Supervision of a team of 5 to 11 people
- Guiding the artists when they were having difficulties with their tasks
- Evaluation and correction requests
- Communication with the Layout, Animation and Rig teams to optimize the work
- Presentation of what was being produced and communication with the client

COPA STUDIO

Creative Art Director

February 2016 - July 2021 (5 years and 6 months) - Brazil

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

Responsible for:

- Breakdown of episodes
- Distributing and managing the team's tasks
- Layouts, Colorkey, Backgrounds and Props production
- Supervision of a team of 7 to 12 people
- Making the artists to follow the series style in a coherent way and with continuity
- Guiding the artists when they were having difficulties with their tasks
- Evaluation and correction requests
- Communication with the Animation and Rig teams to optimize the work
- Presentation and communication with the Director of the show

ESTÚDIO ÍCONE

Illustrator, Character Designer and Concept Artist

October 2012 - August 2013 (11 months) - Brazil

SEAGULLS FLY

Illustrator, Character Designer and Concept Artist

October 2010 - October 2012 (2 years and 1 month) - Brazil

Responsible for:

- 2d Illustrations for Blizzard's Diablo III
- Development of Concept Art, Character Design, Illustrations and Backgrounds

LABOCINE

2d Animator / 2d Supervisor / Illustrator

October 2006 - October 2010 (4 years and 1 month) - Brazil