

# João Nóbrega

camera tracker | VFX | FX TD  
*Junior artist* - 23 years old

I studied traditional art, design, photography, filming and post-production in Lisbon. Afterwards I worked in administrative and motion graphics roles - team oriented - for one year.

2012 Showreel  
<https://vimeo.com/40246558>

In 2011 I moved to London to get into the VFX industry. My goal is to become an FX TD artist.

## education

May 2011 - September 2011  
**Visual Effects Professional**

Escape Studios - London

trained in tracking, modeling, texturing, lighting, dynamic simulations (rigid bodies, cloth, fluids, particle, fur/hair), basic MEL, rendering (Mental Ray and introduction to RenderMan) and compositing skills acquired.

April 2009 - October 2009  
**After Effects Foundation & Post Production**

Odd School - Lisbon

working knowledge of the software. Comprehension of compositing techniques, roto, 2D tracking (point and planar), cleaning and Keying processes.

September 2006 - July 2009  
Bachelor's degree  
**Art and Multimedia - Audio&Visual**

Faculty of Fine-Arts of Lisbon University

Art history, Design, photography (digital & traditional) including B&W lab work. Experimenting with on-set lighting, filming and analysis of production shots (including raccord errors, camera motions, types of shot). Basic video and sound editing.

October 2004 - August 2005  
**Adobe Photoshop & Premiere**

InforStúdio Multimédia - Funchal

proficient in both softwares. Foundation in digital photography and video editing.

## vfx skills overview

**camera tracking** - 3D Equalizer, PFTrack and basic understanding of MatchMover, MayaLive and Boujou

**modeling, texturing** - Maya and basic zBrush (textures) || Photoshop, Illustrator

**rigid bodies, nCloth, fluids and particle simulations** - Maya

**lighting, rendering** - Mental Ray and basic RenderMan

basic MEL and Python

**compositing, editing and design** - Nuke, After Effects/Mocha, Premiere, Final Cut Pro X, Audition, inDesign

basic general background in 3ds Max, Lightwave and RealFlow (liquid sim) || Mac OS, Windows, basic Linux