

Dalton Alves Muniz

Personal Data

Dalton Alves Muniz

www.linkedin.com/in/dalton-muniz

Art Director | Lead Concept Artist

Campinas | Brazil

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Main Portfolio:

<http://www.daltonmunizart.com>

Qualification

I am a seasoned artist with more than 20 years of work experience in creation of concepts, character design, environments, backgrounds for animations, illustrations and art direction for game companies, propaganda agencies and film productions! Working as Art Director, Lead Concept Artist and Art Teacher, I have expertise and a strong digital and traditional art background. I really love what I do!

Digital Skills

• Photoshop • Zbrush • Blender • 3D Coat • ClipStudio • Painter • Unity

Traditional Skills

• Drawing • Watercolor • Oil Painting • Gouache • Charcoal • Clay Sculpture

Professional Experience

- Lead Concept Artist | Afterverse : May 2020 - May 2022
- Art Director | Senior Concept Artist | SIDIA Samsung : January 2018 | May 2019
- Digitons Studio | Creative Director | Teacher : August 2013 | 2018
- Senior Concept Artist Casablanca Filmes: Feb | Dec 2016
- Senior Concept Artist Tap4 Games: Jan 2014 | Nov 2015
- Concept Artist Mobjoy Games: Jun 2013 | Dec 2013
- Concept Artist Glaz Cinema: 2012
- Matte Painter/ Texture Artist Vetor Zero: 2011/2012
- Freelancer Concept Artist: Nov 2004/2011
- Art Director at QFX animation and effects/ Paulínia Cinema: July 2009/ Nov 2010
- Art Director | Teacher at Melies School of Cinema 3D: Jan/Dec 2009
- Storyboard Artist / Illustrator at Fábrica de Quadrinhos Studio: 2004/2005
- Art Director at CR Propaganda: 2002/2004
- Illustrator/Designer at Noua Integrated Communication : 2001/2002

Languages

• Portuguese - Native | • English - Fluent | • Spanish - Basic |

Formation

- Bachelor in Social Communication Advertising and Propaganda at PUC Campinas -2001
- Technician Data Processing at College of Unicamp (Cotil) - 1996

Courses of Specialization

- Storyboardpro - Storyboard Creation- with Israel Oliveira 2022
- Online Workshop - Character/Creature Design - with Rafael Grassetti 2019
- Online Workshop - Character Modeling - with Bruno Camara 2019
- Octane Stand Alone Crash Course - with Jama Jurabaev 2019
- Learn Squared World Building with Paul Chadeisson 2018
- Learn Squared Intro to 3D Concept Art with Jama Jurabaev 2017
- LAAFA-Portrait with Charcoal -Nathan Fowkes 2015
- Schoolism Pictorial Composition with Nathan Fowkes 2015
- Schoolism Design with Color and Light with Nathan Fowkes 2015
- Schoolism Environment Design with Nathan Fowkes 2014
- WATERCOLOR with Gonzalo Cárcamo 2012 to 2014
- Gnomon Axis Master Classes Workshop with Neville Page 2013
- Creature Design Workshop with Jordu Schell 2012
- Landscape Oil Painting with Alexandre Reider 2012
- Gnomon Master Classes 2011
- Gnomon Master Classes 2009
- Traditional Sculpture in clay Melies 2009
- Conquest of the Pole (Modeling/Illumination/Animation) at Melies School of Cinema 3D - 2006
- Zbrush - at Melies School of Cinema 3D and Animation 2006
- Illustration for Advertising and Propaganda at Fábrica de Quadrinhos 2001
- Advanced course of Comics Art at Fábrica de Quadrinhos 2000
- Basic course of Comics Art at Fábrica de Quadrinhos 1999
- Artistic Drawing at Fábrica de Quadrinhos 1998

July 2022