

Dalton Alves Muniz

Personal Data

Dalton Alves Muniz
Art Director | Lead Concept Artist
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Portfolio link:

<http://www.daltonmunizart.com>
<https://www.artstation.com/daltonmuniz>

Qualification

Strong digital and traditional art background. I have 20 years of work experience in creation of concepts, backgrounds and illustrations for a diversity of clients, such as game companies, propaganda agencies and film productions! Plus 6 years of experience in teaching art classes to my students! I really love what I do!

Digital Skills

• Photoshop • Zbrush • Blender • 3DCoat • ClipStudio • Painter • Unity

Traditional Skills

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

Professional Experience

- Lead Concept Artist | Playkids Afterverse : May 2020 - Present
- 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

- 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

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