

# GIULIA PAAPE CASA NOVA

3D ANIMATOR, ILLUSTRATOR

## PROFILE

3D animator with more than 5 years of dedicated training in Animation. Seeking an Animator position to channel my passion into creating top-tier animation for Film, Television and Video Game.

## DEMO REEL

<https://vimeo.com/982660020>

## VOLUNTEER WORK

### WOMEN ON ANIMATION (WIA)

OUT 2021 - SET 2022

- WIA x AM Student Services Manager

## EDUCATION

### ANIMATION MENTOR

NOV 2019 - MAR 2023

- 3D Character Animation Course

### UNIVERSIDADE FEDERAL FLUMINENSE (UFF)

JAN 2015 - DEC 2019

- Bachelor's Degree in Economic sciences

### KYOTO UNIVERSITY OF FOREIGN STUDIES

JAN 2018 - JAN 2019

- 1 year exchange program in Japan

## CLASSES AND WORKSHOPS

### CREATURE WORKSHOP: LOCOMOTION

SPRING SEMESTER 2024

- Students were taught how to animate quadrupeds.

### GAME ANIMATION FUNDAMENTALS

SPRING SEMESTER 2023

- Students were introduced to concepts and techniques of game animation focusing on the Maya to Unreal workflow.

### INTRODUCTION TO ANIMATION CLASS

FALL SEMESTER 2020

- The classes went over the principles of animation and prepared the students to make a stop motion shot.

### LIFE DRAWING CLASS

AUG 2019 - MAR 2020

- Weekly classes of alternating models that switch poses every 15 min during a 3 hour long class

## DETAILS

Rio de Janeiro - RJ,  
Brazil

+55 (21) 98585 - 6332

[casanovagiulia@gmail.com](mailto:casanovagiulia@gmail.com)

## PORTFOLIO

[giuliacasanova.com](http://giuliacasanova.com)

## SOCIAL MEDIA



<https://br.linkedin.com/in/giulia-paape-casa-nova-b00594182>



<https://www.instagram.com/whooliart/>  
<https://www.instagram.com/luz.camera.animacao/>

## SOFTWARES

- Autodesk Maya
- Adobe Photoshop
- Adobe Illustrator
- Toon Boom Harmony
- Unreal Engine

## LANGUAGES

Fluent:

- German
- English
- Spanish
- Japanese

Native:

- Portuguese
- Beginner:
- French