




Gustavo Crevelari
CG Artist

Contact Info

 +11982562171

 gustavocrevelari@hotmail.com

 gustavocrevelaricg.com

 São Paulo, Brasil

Main Focus

- Rigging
- Simulation

Education

2017-2020

EBAC/University of Hertfordshire

Bachelor's degree in 3D Games Art and Design

Profile

CG artist with experience in rigging and animation pipelines. I've worked in the game mobile industry for mostly a year as a 3D generalist taking care of all 2D and 3D aspects of mobile games.

After that first experience, I had the chance to join a rigging team and been dedicated to rigging ever since, working closely between the modeling and animation departments, coming up with solutions and optimizing workflows for both.

Currently focused in rigging (Maya) and simulation (Houdini).

Experience

Hype Animation

Jan 2024 - Jun 2024

Character and prop rigging for the show "Talking Hank's Adventure Guide: Island Living"

Aug 2023 - Dec 2023

Prop and character rigging for the show "Tainá e os Guardiões da Amazônia"

Jul 2022 - Jul 2023

Prop rigging for the show "Vamos Brincar com a Turma da Mônica"

Epra Games

Aug 2021 - Sep 2022

3D Generalist (Character, Environment, Props, UI, UX, Promo Art/Video) for mobile games.

