

Bruno H. S. Cerkuenik

Personal Information

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website: www.brunocerkvenik.com
nationality: Brazilian (Stamp 4 Work Permit - Eligible to work full time)
date of birth: 05/09/1985



Professional Profile

I'm graduated with a BA in Graphic Design, I have been involved in a wide range of productions providing a variety of work such as book covers, card game and board game illustrations, promo art, character and environment design for companies in the USA, South America, Europe and Japan.

Professional experience

- **2018 - Jan / May Concept Designer**
Into the Badlands (Ireland)
As a Concept Designer I worked alongside the Head of the Costume Department to develop the costumes and props for the 3rd season of the show.
- **2015 - 2017 Concept Designer**
Gamecan (Ireland)
As a Concept Designer, I was responsible for the concept art and 3d assets being produced. I work alongside the art editor and the game designer to develop the game "Overstep".
- **2014 - 2018 Freelance Graphic Designer**
Clevamama (Ireland)
As a Graphic Designer and Illustrator I created images for a wide range of products. Among them were imagery for packaging, social medial and advertising.
- **2013 - 2016 Assistant Manager**
Centra Store (Ireland)
I provided customer service to over 50 customers daily. Advising, processing payments, cash flow and providing customers with information on pricing and product availability.
- **2010 - 2012 Graphic Designer**
Scriba (Brazil)
As a graphic designer and art editor, I was responsible for the interior design of the books as well as the illustrations asked by the authors.

Education

Animation Skillnet - Ireland

Intro to Zbrush - 2018

Hard Surface and Organic Modeling. Texturing and Retopology.

Animation Skillnet - Ireland

Intro to Digital Matte Painting - 2017

Setup in Photoshop and Maya. Compositing in Nuke.

CGMA - Computer Graphics Master Academy (Online)

Intro to Maya - 2017

Modelling, Texturing, Lighting, Rigging and Animation.

UEL - State University of Londrina - Brazil

Bachelor of Graphic Design - 2009

Graphic design, web design, illustration, animation, typography, infographics and video;

Personal Skills

- Skilled in Maya, Nuke, Zbrush, Substance Painter, Cinema 4D, Unreal Engine, Unity and Adobe Suite (Photoshop, Illustrator, Indesign, Premiere and After Effects).
- Portuguese Native Speaker and Fluent in English. Basic understanding of Spanish and Italian.
- Excellent organizational and time management skills thru experience in administrative tasks both professionally and academically.
- Good time management, attention to details and people skills.
- Team spirit.
- Problem-solving attitude.
- Good ability to adapt to multicultural environments;