

Pedro Henrique Cardoso

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Technical Skills

Photoshop, SketchUp, Blender

Expert in painting characters and environments in Photoshop;
Knowledge of modeling and rendering assets in Blender and SketchUp;
Knowledge of exporting assets from a 3d software into Photoshop for paint overs.

Experience

Background Designer and Painter, PowerHouse Animation Studios, Apr 2018 - Present

Working in-house, full time, designing and painting background and layouts illustrations for Netflix animated series Seis Manos Season 1, Castlevania, and Masters of the Universe Revelation. Tasks include building layouts in 3D softwares such as Blender, and drawing and painting in Photoshop.

Visual Development Artist, Aerial Contrivance Workshop, June 2018- Present

Working part time on unannounced feature animation pitch, producing early Visual Development of props and set designs, as well as refined Keyframe illustrations.

Concept Artist, Sanzaru Games Jan 2018 - Mar 30 2018

Working in-house, full time, designing environments and characters for Spyro Reignited Trilogy. Collaborating with the Concept Art Lead, Art Director, and Environment and Character Artists, providing Photoshop paintings over 3D assets of environments, characters and props.

Education

Academy of Art University, San Francisco – School of Visual Development, Fall 2017

Traditional Skills

Still Life Painting, Figure Painting and Drawing, Figure Modeling

Expert in drawing and painting the figure, characters and landscape in a variety of mediums;
Sculpted the figure and characters in clay and super sculpey.

Accomplishments

Featured as a Showcase Concept Artist on the Concept Art Awards 2019;
Best of Category Award for Environment and Vehicle Design by the Academy of Art University's School of Visual Development Spring Show 2018;
Bronze Medal Award on the 46th Fine Art show of the Navy Club of Rio de Janeiro.