

LUISA LUBIE

B r u n a L u i s a S o u z a B a r r o s

luisalubie@gmail.com | +55 67 992 349 437 | Brazil
www.luisalubie.com - *Open to Relocation* -

Production Assistant 2D Prop & Character Designer

Portuguese | English | German A2.1

ToonBoom Harmony Shotgrid
Krita Photoshop & Illustrator

Lubie worked as a generalist for quite some time, but back in 2018, an interest in the animation industry was born. She is very curious and dedicated, and because of that, in 2020, she started asking her colleagues in the industry about it and exploring opportunities to work in studios, looking out for jobs that needed teamwork and organization.

It all began with learning about cut-out and cell animation, which brought Harmony Toon Boom to light, and led her to background design, props, and rigging. Then discovered a lot of new roles in the pipeline because of an animation production course.

It has been an exciting new journey, exploring so many different paths and searching for the one that fits her best, and now it is time to expand to new horizons.

CHARACTER & PROP DESIGNER

Copa Studio | October 2021 - June 2022

Worked on a 2D show currently under development as a character designer, responsible for the character and props concept, as their variants and turns. Using Adobe Photoshop for the characters and Harmony Toon Boom for props.

CONCEPT SUPERVISOR

Primal Studio | April 2021 - June 2021

Worked on the 3D short film Spot Life as a concept supervisor, managing tasks, making correction notes, and organizing the internal demands with Microsoft Excel.

ILLUSTRATOR

ICEC | October 2020 - March 2021

Worked as an illustrator on handbooks and animated guides for big corporations such as Rumo and Vale. In charge of characters, backgrounds, props, and vehicles.

POST BOARD ART ASSISTANT

Chatrone + Birdo | March 2021 - October 2021

Worked on the pre-scholar 2D show “Ba Da Bean” as a post-board art assistant, making clothing, character variations, and props, always according to the animatic. The process was entirely on Harmony Toon Boom.

CONCEPT ARTIST

Primal Studio | November 2020 - June 2021

Also worked on the 3D short movie Spot Life as a concept artist, dealing with the creative conception of the project, character design, backgrounds, and props.

FREELANCER GENERALIST

LittleFeet Studio | November 2013 - October 2020

She worked with concepts on demand, primarily commissions and murals, providing general art services to agencies and online platforms, like illustrations, storyboards, and mascots.

Thank you for your time.