



Tiago Witt

Motion and Graphic Designer

Education

Fanshawe College. 2022-2024.

Interactive Media Design

Ontario College Diploma

Course Duration - 60 weeks

Creative Motion and Graphic Designer with the talent to create stunning custom artwork, taking an innovative approach to idea and concept development, with the ability to develop and use 2d and 3d elements, turning them into realistic and animated creations.

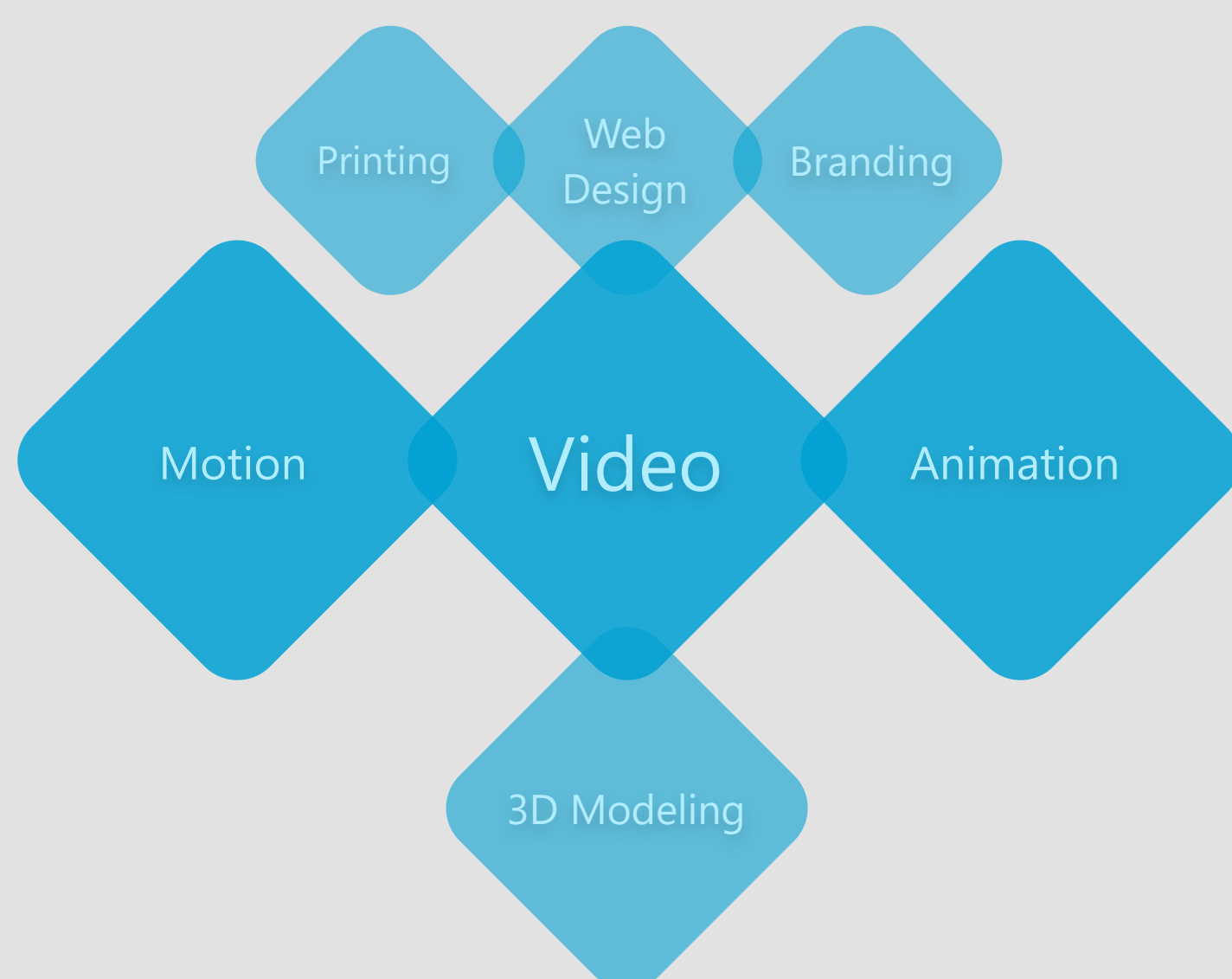
Languages

English | Portuguese

Programs of Knowledge

Adobe Creative Suite | Cinema 4D | Blender | Substance Painter | Vectary

My Creative Fields



I'm passionate about videos, 3D, and the design world. I love to continuously improve my knowledge and skills, and I'm always open to learning new toolsets and programs.

Contact Information

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Professional Summary

Experienced 3D Artist, Motion and Graphic Designer skilled by crafting and captivating custom visuals, employing a forward-thinking, creativity, and demonstrating originality in idea generation and concept execution. Proficient in leveraging 2D and 3D elements to produce lifelike animations and immersive designs that stand out on the target audience.

Work History

2013-2023

3D Artist and Graphic Designer

Witt Designs - Rio Grande do Sul, Brazil

- Coordinated, created, and scheduled content, designs, and periodic reviews to stay within the planned budget and predefined scope.
- Responsible for researching reference materials, creating high-fidelity 3D models, and retopology to optimize these models for use as game assets.
- Utilized advanced texturization techniques to add a realistic aspect to the models, baking, and material adjustments, utilizing Substance Painter and Photoshop.
- Developed creative marketing strategies, including social media banners, videos, and story materials, to increase sales.
- Responsible for customer care support, understanding and resolving possible product incompatibilities.

2024 - Internship

Interactive Media Designer

Unbound 2024 - School of Fashion Design - London, ON

- Created custom scenery to present provided garment models from the students, including lights and environment adjustments, using Vectary.
- Integration of interactive hotspots that display information about the garments, such as fabric materials allows the user to change materials on the fly.
- Creation of augmented reality interaction, where the user can preview the model in a projected in a real like enviromenment.

Skills

- Video Editing,
- 3D Modeling and texturing,
- Motion Graphics Design,
- Image manipulation.
- Post Processing animation and video creation.