



# André Bales

## Rigger Animator Teacher

**Phone**  
+55 41 9 8857 8298

**Email**  
bales.andre@gmail.com

**web**  
andrebales.com.br

**School**  
crazypixel.com.br

**behance**  
behance.net/bales

**artstation**  
artstation.com/andrebales

**Address**  
Curitiba - PR - Brazil

## Jobs

### 2019-2025 • Crazy Pixel School

In 2017, I met my business partner Luiz Kowalski, and together we created Crazy Pixel School, an online school that teaches students individually through recorded lessons and mentoring. Since 2019, we have dedicated our Saturday mornings to teaching our students.

### 2016-2024 • Chroma Garden

With an exclusive contract I was able to further develop my art direction role at the company Chroma Garden. There I was able to create animations for shows and events serving clients such as John Deree, Luan Santana, 50 cent and many others.

### 2021-2022 • The Skyline Agency

The Skyline Agency is a company specializing in the creation of advertising campaigns. During my time there, I developed product visualizations, character animations, and created NFTs, all in an era before AI-generated art.

### 2020-2021 • Realtime CGI designer

At this company, I developed visualizations of industrial machines using Unreal Engine and created animations for product presentations for American, Portuguese, and French companies.

### 2013 - 2016 • freelancer

After working as an artist and web designer for several companies, I opened my own studio. During this time, we developed numerous visual identities for various products. I also created labels, websites, business cards, social media campaign art, and scenographic projects.

## Education

### 2012-2013 • Graphic Design

The technical course I took was essential for the beginning of my journey in the world of Design. The course gave me the ability to work in creation, planning and management. I learned about graphic design, product design and service design. In addition, I was able to promote experiences for developing innovative solutions based on market research and critical analysis, 2D and 3D animation, storytelling and illustration techniques, which contributed significantly to my training as a design professional.

## Skills

Rigging  
Motion Graphics  
Modeling  
Animation  
Post Production

## Softwares

Blender  
After Effects  
Unreal  
Marvelous Designer  
Substance Painter  
Photoshop  
Illustrator

## Awards

### 2024 • Animajam

The Anima Jam project aims to develop a short film in 10 days. In 2024 the theme was Dreams and we were among the top 5

### 2019 • Featured in Game design

I was featured on Behance in the game design category for the Clash of Giants project

### 2019 • Featured in Game design

I participated in a contest that would give the winner the opportunity to participate in the Unhide event in Brazil. In this contest I was chosen by Kris Costa among hundreds of artists and I came in first place.