



I've been focused on storytelling for more than a decade now. Many TV series, a couple features, and also supervised a storyboard team for quite some time. Hey, I even have some background in the art department!

I'm all about getting the right reactions from an audience while at the same time delivering the best blueprint possible for the team.

SKILLS

Animatics
Storyboards
Background Layouts
Character Design

SOFTWARE

Toom Boom Storyboard Pro,
Photoshop, Basic Editing
(Vegas, Final Cut)

LANGUAGES

Portuguese and English

CONTACT

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RAFAEL SCHMIDT (any pronouns)

STORY ARTIST

SOME OF MY WORK EXPERIENCE:

- **Animatics for "O Diário de Alice" (2023)** - Sardinha em Lata (Portugal)
- **Animatics for "The Nutty Boy" (2022)** - Birdo/ Netflix
- **Animatics for "Clube da Anitinha" and others (2021)** - Birdo
- **Animatics for "Hydro and Fluid" and others (2020)** - Aloptra/ Wildbrain
- **Animatics, plot and visual development for "My Big Big Friend" feature and others (2015 ~ 2019)** - 2DLab
- **Storyboards for "Vinicius & Tom" (2016 olimpics)** - Birdo
- **Animatics and visual development/ BG layouts for "Chico na Ilha dos Jurubebas" (2015)** - Cara de Cão / TV Escola
- **Animatics for "My Big Big Friend" season 2 (2014)** - 2DLab
- **Storyboards for "Trunk Train" feature (2013)** - Copa Studio
- **Storyboards and visual development for "As Aventuras do Pequeno Colombo" Feature (2013)** - Gava Produções / 2DLab
- **Animatics Supervisor for more than 40 episodes - "My Big Big Friend" Season 1 (2010 ~ 2012)** - 2DLab
- **...and more!** (sorry, running out of space here but you got the gist)

EDUCATION

2000 - 2005 Bachelor in Fine Arts at Federal University of Rio de Janeiro, Brazil

PORTFOLIO

<https://rafaelstoryboards.wixsite.com/portfolio>