JOÃO GUEIROS
2D Animator ◆ Story Artist ◆ Vis Dev Artist

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SKILLS

Software
Toon Boom Harmony
Adobe Photoshop
Adobe After Effects
Adobe Premier Pro
Autodesk Maya
Shotgrid

Technical
Character Animation
2D Effects
2D Clean Up
Storyboarding
Visual Development
Character Design
Creature Design
Environment Design
Compositing

Soft
Creative Thinking
Strong Writer
Organization
Project Management
Public Speaking

LANGUAGES
Portuguese (Native)
English (Fluent)

PORTFOLIO
www.JSGueiros.com

EDUCATION

Bachelor of Fine Arts – Animation   **May 2026 (Expected)**

Savannah College of Art and Design | *Savannah, GA*

COLLABORATIVE PROJECTS

Dire Dryer – SCAD Capstone Film   Sept. 2025 – Present
2D Animator – Story Artist – Visual Development Artist

- Conducted animation tests with the short's protagonist in order explore their body movement and troubleshoot the integration of 2D and 3D elements
- Developed beat boards in order to map out and streamline the film's narrative
- Worked as part of a dedicated concept team to develop the design for the short's main monster
- Developed environmental prop designs for use in the film's backgrounds

Neon Meatgrinder

Bloodbath Exorcist – Independent Film   Nov. 2025 – Present
Visual Development Artist

- Developed building designs for the film's background
- Developed model sheets and turnarounds for the film's props

Holy Excalibros – Independent Film   Aug. 2025
Storyboard Artist

- Choreographed and storyboarded a fight sequence featuring the short's main characters
- Edited a one-minute board sequence into a polished animatic

When Hell Freezes Over – SCAD Student Film   Mar. – May 2025
2D Animator – Storyboard Artist – Visual Development Artist

- Did the character animation for both main characters in several shots, handling both the rough and clean up stages
- Handled additional 2D effects animation.
- Mapped out the short's narrative and developed storyboard sequences
- Developed character designs for the film's 2D and 3D characters

Bird's Eye – SCAD Student Film   Sept. – Nov. 2024
2D Animator – Storyboard Artist – Visual Development Artist

- Did the character animation for the main character, handling both the rough and clean up stages
- Mapped out the short's narrative and developed storyboard sequences
- Collaborated with fellow crew members to develop intricate layouts
- Developed environmental props for use in the film's backgrounds