

# RODRIGO DE SOUZA

VISUAL DEVELOPMENT

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## EDUCATION

**Art Center College of Design, Pasadena, CA – Illustration Department, Entertainment Track Student**

- 8th term Honors student
- Developed industry-ready skills through collaborative, deadline-driven projects, with a focus on character design, environment art, and visual development.

**Brainstorm Academy, Online, Burbank, CA –**

- Completed foundational coursework in head and figure drawing, digital painting, character/creature design, and background design.

**Vadim Zanginian Atwater, CA 2014 - 2019**

- 5 years of high level Russian academic fine art training.
- Specialized in alla prima oil painting of figures and landscapes
- Developed strong tonal drawing skills using graphite and charcoal

## SKILLS

- Visual development, character and environment design, 3D character modeling
- Proficient in Photoshop, and Zbrush
- Languages: English, Portuguese and Spanish

## EXPERIENCE

**Intern**

**The Neuland, Patrick Hanenberger, Remote, Burbank, CA 91505 September 2024– December 2024**

Designed and produced a polished movie poster for The Old Knight by Gabe Hordos, developing concepts from research and thumbnails to color keys and final execution. Enhanced realistic rendering skills in Photoshop, applying digital painting techniques to create fully rendered characters and props.

**Freelance Artist**

**The Neuland, Patrick Hanenberger, Remote, Burbank, CA 91505 September 2025– February 2026**

Contributed to a game project by creating color keys for three alien planet designs. Began with exploratory thumbnail color studies, then refined and finalized each design with cohesive color palettes and detailed textures.

**Freelance and Commission Work  
January 2020– present**

Collaborated on a student film by Eli Staub, creating three monster character designs. Conducted research and developed thumbnails based on the director's vision, then refined each concept into fully rendered character sheets.

Completed a range of personal commission projects.