

Contact

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(LinkedIn)

Top Skills

Character Rigging
Team Management
Augmented Reality (AR)

Certifications

Unreal Fellowship: Animation
Unreal Fellowship: Animation

Honors-Awards

London International Awards
Arte Laguna 17th - Special Prize
A Beautifull Sight - Collision Awards

Henrique Montanari

Art + Tech | Senior / Lead Animator & Rigger | Unreal • Maya
São Paulo, São Paulo, Brazil

Summary

Henrique Montanari is a globe-trotting visual sorcerer blending street art soul with cutting-edge tech.

From towering murals at international festivals to immersive 3D worlds, he's as comfortable with a spray can as he is with Unreal Engine and Maya. Founder of Quantic Loop, he's redefining digital experiences with a blend of futuristic edge and tropical street soul.

Whether he's carving modern rebellion into marble or turning trash into interactive gold, Henrique's work is where analog grit meets digital glitch .

Experience

State

Character Animator and Rigger
November 2025 - December 2025 (2 months)

ROOF Studio

Character Animator and Rigger
August 2025 - September 2025 (2 months)

Responsible to develop some rigging (characters, props and mechanics) and also some animations

Imaginary Forces

Senior Character Animator
August 2025 - August 2025 (1 month)

Responsible for character animation and rigging in Maya

Quantic Loop

Creative Tech Artist
April 2025 - July 2025 (4 months)

Founder and creative tech artist

State

Senior Character Animator

May 2025 - June 2025 (2 months)

Red Knuckles

Character Animator / Rigger - Unreal

September 2024 - April 2025 (8 months)

OnFire Animation

Character Animator

July 2024 - August 2024 (2 months)

Notan Studio

Animator

July 2024 - July 2024 (1 month)

Lobo.cx

Lead Animator and Character Rigger - Unreal

May 2024 - June 2024 (2 months)

Responsible for the rigging (facial and body), animation, and managing the animation team. All work was done in Unreal 5.4

Invisible Universe

Animator Supervisor

November 2019 - June 2024 (4 years 8 months)

Los Angeles County, California, United States

ROOF Studio

Character Animator (Remote)

April 2024 - May 2024 (2 months)

New York, United States

Worked as animator

ATOMOVFX

Character Animator

November 2023 - January 2024 (3 months)

São Paulo, Brazil

Epic Games

Unreal Engine Animation Fellowship

August 2023 - September 2023 (2 months)

Tribbo Post
3D Animator (Remote)
February 2020 - April 2020 (3 months)

Vetor Zero
Freelance Animator (Remote)
October 2019 - October 2019 (1 month)
São Paulo Area, Brazil

Freelance Animator from 00:00 to 00:15 and 01:02 to 01:06

www.edmx.com.br
Free Lancer Animator, Rigger, MoGraph
January 2011 - September 2019 (8 years 9 months)
3d Animation - Rigging - Motion Graphs - illustration - Street Art

Factory Brasil
Animation Director
May 2019 - June 2019 (2 months)
São Paulo Area, Brazil

In this short I worked as Animation Director, Rigger and 3d Layout Artist

Big Studios Content Hub
Animation Director
March 2019 - May 2019 (3 months)
São Paulo, São Paulo, Brazil

I was responsible for direct and supervising the animation

Tribbo Post
Supervising Animator, Animator (Remote)
December 2018 - January 2019 (2 months)
São Paulo Area, Brazil

Big Studios CGI Animation
Animator, Rigger (Remote)
December 2018 - January 2019 (2 months)
São Paulo Area, Brazil

Tribbo Post
Supervising Animator, Animator (Remote)
July 2018 - August 2018 (2 months)

São Paulo Area, Brazil

Casablanca

Animator (Remote)

July 2018 - August 2018 (2 months)

São Paulo Area, Brazil

Responsible for animations at (00:13 to 00:19)

Dogs Can Fly Content Co.

Animator, Rigger (Remote)

April 2018 - May 2018 (2 months)

São Paulo Area, Brazil

Worked as Rigger and Animator for the GoDaddy Spots

Vetor Zero

Layout Artist, Animator and Rigger (Remote)

March 2018 - April 2018 (2 months)

I worked with the director doing the layout, animation and rigging of most pieces of the Sinalização Film

Big Studios CGI Animation

Character Animator, Layout Artist and Rigger (Remote)

November 2017 - January 2018 (3 months)

São Paulo Area, Brazil

Had a pleasure to work with Big Studios as a Rigger for the Johnson's Dragon spot and an Animator and Layout Artist at the HONDA Manifesto Short movie . Responsible for Animations at: 00:00 to 00:09 (HONDA)

Tribbo Post

Layout Artist and Animator (Remote)

June 2017 - July 2017 (2 months)

São Paulo Area, Brazil

My role: Previz and Animation Supervisor. (I animate the last scene too. :))

ZOMBIE STUDIO LTDA

Previz, Animator

June 2017 - June 2017 (1 month)

São Paulo Area, Brazil

Responsible for the animation layout (previz) and animation of the whole movie.

Flux Animation Studios
Character Animator (Remote)
July 2016 - September 2016 (3 months)
Australia

Daemon Filmes
3D Modeler, Previz, Animator, Rigger, Render
June 2016 - July 2016 (2 months)
São Paulo Area, Brazil

Responsible for all 3d in this campagin. From modeling to render.

ROOF Studio
Freelance 3D Artist (animation, rig)
September 2015 - October 2015 (2 months)
New York

Atomic Arts
Freelancer animator and character Td (remote)
March 2014 - June 2014 (4 months)
Remote Animator and Character TD

Wizart Animation
Freelance Animator (remote)
December 2013 - April 2014 (5 months)
Remote Animator at their new film " Snow King" <http://www.wizartanimation.com/projects/snowking>

Vetor Zero
3d Artist
August 2012 - April 2013 (9 months)

Wizart Animation
Animator (remote)
August 2012 - October 2012 (3 months)
Responsible for some animations on the Film "Snow Queen" <http://www.snowqueenfilm.com/>

Tribbo Post
Animation Supervisor and TD (R&D)
March 2012 - August 2012 (6 months)

Prodigo Films
Animaton Supervisor and Senior TD
September 2011 - January 2012 (5 months)

Digital 21
3d coordinator
March 2006 - January 2011 (4 years 11 months)

Responsible for the Rigging and Animation at Digital 21 Entertainment

AAAD
Maya Teacher
April 2009 - September 2009 (6 months)

Maya Teacher (general) more focus on modeling, animation and rigging.

RDigital-Mixer
3d coordinator
September 2003 - March 2006 (2 years 7 months)

Responsible for all 3d works at Rdigital-Mixer

MIXER FILMS
3d coordinator
2002 - 2004 (2 years)

Responsible for all 3d at RDigital/Mixer

Seneca Polytechnic
Teacher Assistant
July 2002 - May 2003 (11 months)

Was responsible for help the students with Maya (general) when the teacher is on class and when he's not there.

Carlink do Brasil
Designer abd Photographer
2000 - 2001 (1 year)

Education

Seneca College
3d Animation, Animation, Interactive Technology, Video Graphics and Special Effects · (2002 - 2003)

Maya Master Classes

Master Class, Animaiton -- Maya · (2005 - 2005)

Seneca Polytechnic

Post Graduation, 3d Digital Animation · (2002 - 2002)

Unesp

Bachelor of Fine Arts (BFA), UNESP · (1995 - 2000)