

## 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 .

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## 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](http://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 campaign. 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)

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## Education

### Seneca College

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

## Maya Master Classes

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

## Seneca Polytechnic

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

## Unesp

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