



GIULIA BOKEL

ILLUSTRATOR AND VISUAL DEVELOPMENT

PROFILE

Professional illustrator, passionate about animation and games. Businesswoman who, since 2016, has been teaching several art and animation courses to a very diverse audience. She has done several works for advertising agencies, producers, publishers. Writer of the trilogy Os Herdeiros de Galshyntov. Proactive, with full availability of schedules and different work locations.

PROFESSIONAL HISTORY

Director at Animatic - School of Animation and Art of Brasília
January 2016 – Present

Freelance Illustrator
January 2012 – Present

Digital Painting Teacher at Animatic School, Brasília
January 2016 – Present

Teacher of Drawing Fundamentals at Animatic School, Brasília
January 2016 – Present

Animation Teacher Turma Teens at Animatic School, Brasília
January 2016 – Present

Freelancer Background illustrator at Blackbird Studio, Brasília
July 2015 – September 2015

Assistant Professor at Saga School of Arts, Games and Animation, Brasília
February 2015 – June 2015

Junior Art Director at Agência Experimental, Brasília
July 2011 – July 2012

EDUCATION

Postgraduate in Animation and Digital Scenarios - Universidade Belas Artes - São Paulo
May 2021 – present

Bachelor of Publicity and Propaganda - IESB - Institute of Higher Education of Brasília, Brasília
January 2011 – December 2014

3D Animation - Summercamp - New York Film Academy - New York
May 2013 – August 2013

Start Course, Escola Saga, Brasília
January 2009 – June 2012

Studied: Photoshop, Illustrator, Premiere, Digital Painting, Maya, After Effects and Traditional Sculpture

CONTACT

+55 (61) 9 91892725

GIULIABOKEL@GMAIL.COM

WWW.GIULIABOKEL.COM

ARTOFGIULIABOKEL

GIULIABOKEL

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SKILLS

ILLUSTRATION



ADOBE PHOTOSHOP



CHARACTER DESIGN



ADOBE PREMIERE PRO



ADOBE ILLUSTRATOR



AUTODESK MAYA



COMMUNICATION



TOON BOOM HARMONY

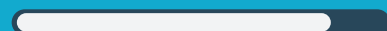


LANGUAGES

PORTUGUESE



ENGLISH





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INTERESTS

- ILLUSTRATION
- WRITING
- COMPOSITION
- ANIMATION
- STORYTELLING
- ENVIRONMENT DESIGN

COURSES

Ursula Dorada Mentorship

February 2019 – August 2019

Human Anatomy with Rey Bustos, CGMA

June 2019 – August 2019

Digital Painting with Mike Azevedo, ICS - Innovation Creative Space

January 2015 – September 2015

Drawing Fundamentals with Carlos Luzzi, ICS - Innovation Creative Space

February 2015 – October 2015

Concept Art For Animation and Games with André Forni, ICS - Innovation Creative Space

January 2016 – October 2016

Figure Drawing, Art Students League of New York

February 2013 – June 2013

Beginning Composition, LAAFA - Los Angeles Academy of Figurative Art

May 2014 – July 2014

QUALIFICATIONS AND PROFESSIONAL ACTIVITIES

Photoshop Competency Test - Linked In

February 2022

Taught: Digital Painting Workshop - IESB (IESB University Center)

November 2021

Taught: Gesture Drawing Workshop - IESB (IESB University Center)

November 2021

She was among the 25 finalists in the world contest for the Movie How to Train Your Dragon 3 : HTTYD 3 The Hidden world: Discover your Duo Contest - Deviantart

May 2019

Short film "A Fenda", third place in the Animated Marathon 2018, short competition from Anima Mundi

August 2018

Women in Audiovisual - UNB (University of Brasilia)

July 2018

Juror of the Magic Lantern Film Festival (GO)

May 2018

Taught: Digital Painting Workshop - BAF (Brasilia Animation Festival)

September 2017

Taught: Workshop Application of Colors in 3D Material - BAF (Brasilia Animation Festival)

September 2016