



# 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