Júlia Câmara

Graphic Designer and Illustrator with more than 3 years of experience in editorial design, concept art, branding for social media and educational campaigns. Well-organized and reliable with time management, with a strong foundation in storytelling and multidisciplinary fields, focused on creative solutions.

Experience

Graphic Designer – Jovem de Expressão, Brasília
July 2023 – Present
- Created visual programming and materials aligned with style guidelines for social and physical media targeting young adults from the outskirts of Brasília.
- Designed visual assets, illustrations, and editorial materials using design software such as Adobe Illustrator, Photoshop, and InDesign.
- Collaborated with the communications team to ensure graphic consistency and an impactful social media presence.

Freelance Illustrator – Cria Ideias, Brasília
September 2022 – September 2023
- Illustrated multiple projects aimed at children, with a focus on educational materials.
- Conceptualized illustrations through all stages of the design process, including composition, sketching, line art, coloring, and rendering.

Graphic Designer – Angular Comunicação, Brasília
February 2021 – June 2021
- Developed creative visual design solutions for social media campaigns under tight deadlines.
- Applied visual identities to informational content and videos, using tools such as Adobe Illustrator and Adobe Premiere.

Graphic Design Intern – Tribunal de Contas da União (TCU), Brasília
December 2017 – December 2019
- Produced editorial and informational materials for both internal and external communication channels.
- Promoted brand cohesion by translating rough concepts into visually compelling designs.
- Worked alongside experienced designers and communicators, refining attention to detail and enhancing software skills and aesthetic sensibility.

Education

Animation Concept Art, Diploma – Vancouver Film School, Vancouver
August 2021 – August 2022
- Trained in a comprehensive design workflow applicable to production pipelines.
- Demonstrated strong communication skills by effectively receiving and incorporating feedback from peers and instructors.
- Developed advanced software skills while designing appealing original characters, props, and environments.
- Graduated with honors.

Design – Visual Programming, Bachelor's Degree – Universidade de Brasília, Brasília
March 2016 – December 2020
- Completed a multidisciplinary program focused on design fundamentals and visual storytelling, with additional studies in fine arts, film studies, law, and sociology.

Contact

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Location
Brasília, Brazil

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Softwares

Photoshop
Illustrator
InDesign
Procreate
Premiere
Harmony
Maya
zBrush

Languages

Portuguese
English
French