Júlia Câmara

An enthusiastic illustrator and concept artist with a passion for storytelling and a background in graphic design. After completing a bachelor's degree in Graphic Design in Brazil, lived in Vancouver, Canada for a year in order to pursue a specialisation in Animation Concept Art at Vancouver Film School.

Contact

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joliacamara.com

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Júlia Câmara

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Softwares

Photoshop
Illustrator
InDesign
Procreate
Premiere
Harmony
Maya
zBrush

Skills

Time management
Organization
Flexibility
Leadership

Languages

Portuguese
English

Experience

Freelance Illustrator
Illustrator at Cria Ideias // Sep. 2022 - Nov. 2022 // Mar. 2023 - Present
- Worked on several projects with different aspects of illustration production: sketching, line art, coloring, and closing files. The projects are mostly informational pieces aimed at children.

Angular Comunicação
Graphic Designer // Feb. 2021 - Jun. 2021
- Came up with visual solutions for clients and created pieces for social media with Photoshop, Illustrator and Premiere. Applied design language to informational pieces. Worked with tight deadlines, always managed to deliver projects on time.

Tribunal de Contas da União (Brazil's Court of Accounts)
Graphic Design Intern // Dec. 2017 - Dec. 2019
- Focused on editorial design, worked in creating pieces for internal and external communication, translated very rough ideas into appealing materials. Worked alongside highly experienced designers; enhanced software skills and aesthetic sensibility.

Lamparina Design
Project Manager and Graphic Designer // May 2017 - Dec. 2017
- Worked as a member of the Project Management Team, monitoring the company's current projects and deadlines. Communicated directly with clients as a graphic designer developing logos that captured the essence of the companies, editorial pieces and social media campaigns.

Education

Vancouver Film School
Animation Concept Art Diploma // Aug. 2021 - Aug. 2022
- Learned a comprehensive design workflow that can be applied in a pipeline, developed communication skills with teams and clients, received and applied feedback effectively, meeting deadlines in a fast-paced work environment.
- Developed software skills while working on appealing characters, props, and environment designs.

Universidade de Brasília (University of Brasília)
Bachelor's Degree in Graphic Design // Mar. 2016 - Nov. 2020
- Received a multidisciplinary degree, focused on the fundamentals of graphic design and visual storytelling as well as additional studies in fine arts, film studies, law and sociology fields.
- Completed multiple graphic design courses based in academic research and theoretical concepts as well as multiple hands-on projects based around designing company logos, information architecture for websites and apps, and editorial projects.

Volunteering

ClimateScience
Illustrator and Designer // Feb. 2023 - Present
- Designing social media pieces.