Otávio Henrique Junqueira Amorim

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Qualifications

2011-2015 **Bachelor in Design with Habilitation in Visual Communication**
ESAMC - Superior School of Administration, Communication and Marketing

Formação Complementar

jul./2025 Modeling for 3D Prototype Printing. (Duration: 24h)
TIC em trilhas - Eldorado Research Institute

jul./2025 Usability Testing. (Duration: 24h)
TIC em trilhas - Eldorado Research Institute

dez./2022 Figma Interface Design from Scratch to Professional. (Duration: 13h)
Udemy

set./2017 Class 3/2017 - eMAG Electronic Government Accessibility Model. (Duration: 20h)
National School of Public Administration, ENAP

Experience

dez./2023 **593iCAN 3D Printing Solutions.**
set./2025 *Designer - Hybrid - Full-time.*
Worked on Bioscaffold's software interface, working in the interface design and styling using QSS qt. Designed instructional materials as training videos, user manuals, assembly manuals, and quick guides. Designed printed and digital visual communication materials for the company's promotion at events, website, and social media, also designed labels and collaborated on improvements to the packaging of the 3D printer.

Experience: User interface design, computer graphics, graphic design, layout, video editing, digital animation, QT, QSS, CAD, 3D printing, product visualization.
Softwares: Adobe Creative Cloud, Blender, DaVinci Resolve, Penpot.

ago./2019 **CTI Renato Archer**
nov./2023 *CNPq PCI Researcher - Hybrid - Full-time.*
Conducted research on the use of computer animations for demonstrating scientific processes and concepts. Also participated in research support activities, including the production of visual communication materials for scientific papers and the promotion of scientific events; worked on website development, focusing on interface design and coding using HTML and CSS; Designed institutional reports.

Experience: Public communication of science, computer graphics, digital animation, 3D modeling, video post-production, storyboard, graphic design, layout, user interface design, HTML, CSS.
Softwares: Adobe Creative Cloud, Blender, DaVinci Resolve, Figma.

ago./2015 **CTI Renato Archer**
nov./2016 *CNPq DTI Researcher - In-person - Full-time.*
Developed computer animations and visual communication materials with the objective of demonstrating processes and scientific concepts related to the field of Bioprinting and Additive Manufacturing.

Experience: Public communication of science, computer graphics, digital animation, 3D modeling, video post-production, storyboard.
Softwares: Blender, DaVinci Resolve.

jul./2013 **Nação**
nov./2013 *Graphic Designer Intern - In-person - Part-time."*
Worked on the development of home page layouts and materials for social media and websites.

Experience: Social Media, image manipulation, page layout, product visualization, 3D modeling, Scrum.
Softwares: Adobe Photoshop, Adobe Illustrator, Blender.

fev./2012 **CTI Renato Archer**
jul./2013 *CNPq Scientific Initiation - In-person - Part-time.*
Developed illustrations and animations for demonstrating processes and scientific concepts related to the field of Additive Manufacturing.

Experience: Public communication of science, digital animation, 3D modeling, storyboard.
Software: Blender.

Awards

jul./2015 **Outstanding performance during the 'Design' course of the 2015/1 class.**
Issuer: ESAMC - Superior School of Administration, Communication and Marketing

set./2012 **Honorable Mention in the Visual Identity Contest 'Women That Make a." Difference - Geneva/Switzerland"**
Issuer: Permanent Mission of Brazil to the United Nations.(ONU)

Languages

- Native Portuguese
- English (Intermediate)