

GIULIA PAAPE CASA NOVA

3D ANIMATOR

PROFILE

3D Character & Creature Animator with a strong background in keyframe animation, body mechanics, and game development pipelines.

DEMO REEL

[Game Animation Reel](#)

[Unreal Gameplay](#)

PROFESSIONAL WORK

Hip flask Games Mar 2026 - Present

Animated 3D character, props and creatures in Unreal Engine 5 for the upcoming game title: *'The Bureau of Fantastical & Arcane Affairs'*.

FREELANCE ANIMATOR AND ILLUSTRATOR Jan 2025 - Present

Goose Game Project: Keyframe animation for the official game trailer.

Undertale Indie Project: Designed and rendered pixel art background environments for YouTube content.

Late-night talk show Indie Project: Developed character concept art and visual development for the protagonist.

VIA VERITA PUBLISHER Jan 2020 - Present

Chief Editor & Creative Project Manager overseeing end-to-end editorial project management, content creation, team coordination, and creative problem-solving.

VOLUNTEER WORK

WIA x AM Student Services Manager Oct 2021 - Sep 2022

Facilitated main communications and conflict resolution between leadership, guest speakers, and student members while driving community engagement to increase club participation.

EDUCATION

ANIMATION MENTOR Oct 2025 - Present

3D Animation for Games Program

ANIMATION MENTOR Nov 2019 - Mar 2023

3D Character Animation Program

UNIVERSIDADE FEDERAL FLUMINENSE (UFF) Jan 2015 - Dec 2019

Bachelor's Degree in Economic sciences

SPECIALIZED COURSES & WORKSHOPS

CREATURE WORKSHOP: LOCOMOTION Animation Mentor, 2024

Advanced quadruped mechanics, body mechanics, and locomotion workflow.

GAME ANIMATION FUNDAMENTALS Animation Mentor, 2023

In-depth focus on game-ready animation, technical constraints, and Maya-to-Unreal Engine pipeline.

DETAILS

Rio de Janeiro- RJ,
Brazil (Open to Relocation)
EU Citizenship / Eligible to work
in the EU (No Visa Sponsorship
Required)
+55 (21) 98585- 6332
casanovagiulia@gmail.com

PORTFOLIO

giuliacasanova.com

SOCIAL MEDIA

[LinkedIn](#)

[@whooliart](#)

[@luz.camera.animacao/](#)

SOFTWARES

Autodesk Maya
Unreal Engine
Adobe Photoshop
Blender
Unity

LANGUAGES

Portuguese (Native)
English (Fluent)
German (Fluent)
Spanish (Fluent)
Japanese (Advanced)
French (Intermediate)