

Hi hello, [Rafael d'Almeida](#) here. I'm a versatile multi-media artist, film-maker and designer born in 1995 and raised in Tuscany, Italy. I completed my BA in Visual Communication, specializing in Design of the Moving Image, at the Universität der Künste Berlin in 2021. My areas of expertise include video-making, conceptualization, directing, video-editing, motion design, art direction, illustration, and graphic design. I have a deep passion for exploring new mediums, processes, and tools to enhance my creative output. Currently based in New York City.

EXPERIENCE:

FREELANCE FILMMAKER

2018-present

Direction, Video-production, Video-editing, Post-production, Motion Design, CGI Animation.

Selected Clients:

New Balance, MSGM, Salvatore Ferragamo, SPECTRUM, Usual-usual, Atlantic Records Germany, AOK Krankenkasse, Warner Music Group, Vita Health Media, DO!!YOU!!!RADIO, Tour de Moon, Bambini Entertainment, Tiefbasskommando, 102 Boys, Nordachse.

FREELANCE GRAPHIC DESIGNER & ILLUSTRATOR

2016-present

Graphic Design, Illustration, Art Direction. Digital & Print.

Selected Clients:

theSTABLE, Usual-usual, Maison Hefner, 99 CANAL, Mahjong Palace, AOK Krankenkasse, Vita Health Media, Bambini Entertainment, Tiefbasskommando.

DOWNTOWN.DESTRUCTION.PRODUCTION

2021-2024

Video-production, Video-editing, Graphic Design, Motion Design, and Digital Asset Design.

TERRAFRANTA

2021-2023

Branding, Art Direction, Graphic Design, and Illustration.

Handling diverse projects including product labels, event flyers, both print and digital media.

MERA25

2022

Graphic Design, Motion Design.

Part of an international team curating and creating online content for MERA25, a multinational political party affiliated with DiEM25.

BJØRN MELHUS

2019-2020

Assistant to the Artist.

EDUCATION:

UNIVERSITÄT DER KÜNSTE BERLIN

Berlin, Germany.

2016-2021

Bachelor's degree in Visual Communication, specializing in Design of the Moving Image.

LICEO ARTISTICO LEON-BATTISTA ALBERTI

Florence, Italy.

2010-2015

Art-diploma, specializing in Sculpture.

SKILLS:

Adobe Creative Suite.

Proficient in After Effects, Premiere, Photoshop, and InDesign.

Intermediate HTML/CSS.

CGI Modeling and Animation:

Cinema 4D, Blender, Unity.

Proficient in Cinema 4D.

STRENGTHS:

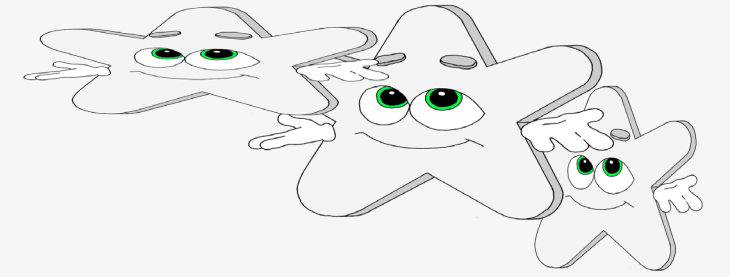
Quick learner, highly curious, and open to exploring new tools and collaborative working methods.

Strong emphasis on correct execution without compromising efficiency under pressure.

Humorous, left-field approach to creativity (when fitting).

NATIVE LANGUAGES:

English, German, Italian.



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