

Marcelo Lehmkuhl

Florianópolis, Santa Catarina, Brazil

lehmkuhlvgm@gmail.com | (55+) 48 998474642 | Website: [Marcelo Lehmkuhl](#)

PIXEL ARTIST | ANIMATOR | | COMPOSER

PROFESSIONAL EXPERIENCE

- Sorrisinho Produções, Pixel artist** 2025 - 2025
- Responsible for the creation and the animation of the assets on the demo of Another Shift for the Game Dev Quest Circuit, which involved adapting illustrations to pixel art.
- Pandomime Studio, Pixel artist** 2024 - 2024
- Animated the scenes of the game Beasties of Greenhollow, adapting to the developer pixel art style and working under a limited frame and color count.
 - Conceptualized and created assets for the upcoming game Built Upon Nightmares, including a new palette to be used throughout the game and retaining a uniformity in style.
- Cloud Grey Studios, Pixel artist** 2023 - 2024
- Conceptualized and created assets to the Kickstarter campaign, adapting the graphics to fit in already made assets.
 - Designed and created assets for the demo version of the game, implemented the graphics in the game using the Unity engine, while also working in contact with another pixel artist to create a cohesive style.
 - Participated in a team building activity of creating a game for 29# edition for SpaceScore Jam, where I designed the main character and an enemy. The game reached 4th position in the aesthetics criteria out of 175 entries.
- Freelancer, 2D artist** 2020 - Current
- Recreated a digital card game as a physical game, including packaging and redoing illustrations from zero.
 - Worked in the creation of multiples assets, animations and tilesets for indie games.

TECHNICAL SKILLS

- 2D ART**(Aseprite, Photoshop, Illustrator, Tiled)
- BASIC ENGINE KNOWLEDGE** (Godot, Unity, Gamemaker, RPG MAKER)
- MUSICIANSHIP**(FL Studio, Musescore 4, Flat.i, PureData)
- BILINGUAL**(Professional work proficiency in English, Brazilian portuguese native speaker)

EDUCATION

- Universidade Estadual de Santa Catarina, Licentiate in Music** 2020 - Current
- Children with disability in music's class: The challenges of effective children participation on school, Scientific scholarship initiation 2021 - 2022
 - Deaf children in music's class: Reflections on children participation and inclusion, Scientific scholarship initiation 2020 - 2021
 - Researcher on **Music, education and infancy**, Research group focused on writing articles, analyzing data on studies on children behavior and it's correlation to music 2020-2023
- SENAI, Certification in Design of industrial animation** 2017 - 2017
- Understanding and practice of the 12 principles of animation
 - Knowledge of basic character design, storyboard and frame-to-frame story telling
 - Introduction and intermediate use of Adobe tools; Flash, Photoshop, Illustrator and After Effects.

INTERESTS

Biking, playing in musical groups, cooking, board games and 00's gaming era.

