



Raphael Maio

Producer | Animation filmmaker - UFPEL

TV Animation | Web animation | Games | Advertising

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Open to remote, hybrid, or on-site roles (Rio de Janeiro or Niterói)

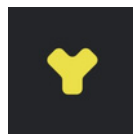
SUMMARY

Producer with **3+ years of experience**, working with TV / web animations, advertising and games. Throughout my career, I have led multiple sectors from pre-production to delivery, while managing timelines, defining scopes and tasks, and strategizing to increase productivity and delivery agility. **Open to new opportunities into Production Management, Coordination or Assistance in animation, advertising or games.**

EDUCATION

Bachelor in Animation Cinema - Federal University of Pelotas (UFPEL) - 2026

PROFESSIONAL EXPERIENCES



HYPE Animation

Remote - Porto Alegre, RS, Brazil

Oct 2023 - Jun 2026

PRODUCTION COORDINATOR

Dec 2024 - Jun 2026

- Simultaneously led multiple animation and game productions;
- Coordinated cross-functional teams in an animation project from pre-production through rendering;
- Monitored and updated task tracking systems to ensure project alignment;
- Strategized tasks and team allocation to increase productivity and deliveries.
- Scheduled and organized strategic meetings and onboardings;
- Created and maintained production timelines to track deliverables across art, programming, and design pipelines.

PRODUCTION ASSISTANT

Oct 2023 - Nov 2024

- Acted as a liaison between departments and provided strategic support to coordinators;
- Recorded meetings and documented key action items and directors' feedback;
- Translated and communicated feedback for international artists.

PROJECTS HIGHLIGHTS AND PARTNERS



KAIA'S DISCOVERIES

TV Animation - Web animation



(internal project)



MSP
ESTUDIOS

partner
(just one episode)

Production coordinator

Led teams of 15 to 20 artists across multiple disciplines (art, modeling, layout, animation and light)



MONICA'S PARK - LET'S PLAY WITH MONICA'S GANG

Web advertising



MSP
ESTUDIOS

partner

Production assistant

Provided comprehensive support across all production teams (layout, animation and CG) and assisted with post-production rendering workflows;



NOGGINVILLE

Mobile game (iOS)

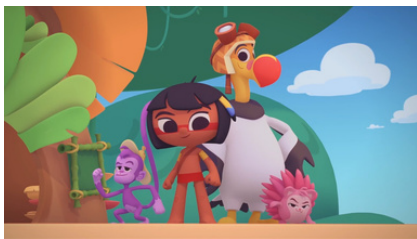


Paramount

partners

Production coordinator

- As production coordinator for the HYPE segment, delegated tasks, defined sprint priorities, and managed the **Scrum** framework;
- Aligned directly with clients regarding project deliverables, timelines, and milestones.



TAINÁ AND THE AMAZON'S GUARDIANS (SEASON 2)

TV Animation



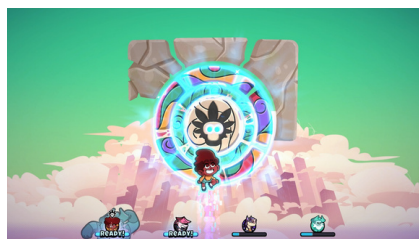
SINCROCINE
PRODUÇÕES

nickelodeon

partners

Production assistant

Provided assistance for layout and animation coordinators and artists



HEROES OF THE TRIANGLE: MASK RUSH

PC Game (Steam)



(internal project)

Production coordinator

- Delegated tasks, defined sprint priorities, and managed the **Scrum** framework;
- Coordinated and managed internal and external playtests.