

OBJECTIVE

3D Generalist

- More than 7 years of experience in different fields of motion graphics.
- Art directing, TD, matchmoving, modeling, rigging, animation, mocap, lighting, rendering, pipeline, visualFX, particle and dynamic simulations, Syflex and Realflow, compositing, matte painting.
- Strong communication skills, team leading ability and solid problem solving skills.
- Able to deliver high levels of quality while under aggressive deadlines and working on multiple projects/tasks.

EMPLOYMENT

2006-2007	Freelance <i>Various Projects</i> <ul style="list-style-type: none">■ TD Generalist■ Advanced Rigging (Muscles, Mocap, Facial Mocap Setup), Lighting, Dynamics■ Matchmoving, Onset Supervisor■ VisualFX/Compositing■ MentalRay■ Pipeline setup: different departments working simultaneously without waiting for each other	New York, NY
2005-2006	Iconception <i>Lead Art and Technical director</i> <ul style="list-style-type: none">■ Supervised all aspects of productions from early to final stages■ Directed Art and Technical aspects of various projects■ Undertook the most complex tasks in modeling, rigging, lighting, mocap, animation, vfx, layout■ Developed various tools and workarounds to help optimize the pipeline■ Camera setup and scene staging■ Recruited, trained and lead a team of novice artists to become a fully functional studio■ Matte painting - environment backgrounds■ Maintained close contact with the clients to help assure satisfactory results■ Introduced and managed renderfarm as well as all other pipeline related software	Tel Aviv, Israel
2002-2005	Freelance <i>Various Projects</i> <ul style="list-style-type: none">■ Digital Painting and Illustration■ Modeling■ 3D Architectural pre visualization■ Matte painting■ Editing■ Commercial presentations	Spain/ Russia/ Israel
2001-2002	Supernova <i>Senior TD and Generalist</i> <ul style="list-style-type: none">■ Character Modeling and props■ Rigging [Cartoon Style]■ Design and Creative■ Animation, facial animation and lip-sync	Tel Aviv, Israel

- Camera setup and scene staging
- Technical solutions

2000-2001

Adventure Publishing

Tel Aviv, Israel

TD Generalist, Character Animator

- Character visual development
- Conceptual design
- Modeling
- New character animation package “Messiah” testing and implementation into existing pipeline
- Animation

1997-2000

Immersia a subsidiary of Interactive Light

Tel Aviv, Israel

3D artist in Arcade Games Development

- Started as graphic designer, after 3 months was promoted to TD
- Low poly Modeling, Shading, Rigging, Character Animation
- Facial and lip-sync
- Particles, special effects
- Graphic design
- Worked in close contact with programmers to improve graphic engines capabilities

1996-1997

Goldfish Multimedia

Jaffa, Israel

2D Animator and Graphic designer

- Started as intern, after 4 months was promoted to lead designer
- 2D animation
- Graphic design
- Multimedia programming in Lingo

EDUCATION

Bezalel Academy of Arts

Jerusalem, Israel

- Animation Department

Queens College CUNY

New York, NY

- Attended undergraduate

Thelma Yelin High school of Arts

Givataim, Israel

- Fine/Visual Arts - sculpture, drawing, color, art theory and history

Kutaisi Techni School

Kutaisi, Georgia (former USSR republic)

- Academic courses in drawing, anatomy, sculpture

SOFTWARE AND PLATFORMS

Maya, Mental Ray, Syflex, Realflow, Boujou, PixelFarmTrack, AfterEffects, Photoshop, Painter...
Microsoft Windows, Mac OS

LANGUAGES

English, Hebrew, Russian, Georgian