



Objective: To build a long-term career in the computer graphics industry with a well-respected organization, where my creative, technological and management expertise can be utilized, and improved.

Work Experience:

CG all around Freelancer

April 2006 – Current

Providing freelance services to various Post Production houses, Animation Studios and Companies Worldwide, Services include:

- CG supervision and management for projects
- Consulting, Teaching and Developing efficient work methods and techniques
- 3D - modeling, texturing, Rigging, Animation, Lighting and Render
- Video editing, Motion Graphics and Compositing (combining digital graphics, effects and animation on top of existing video)
- Designing and planning presentations (power points, flash, html)
- Logos, Prints and Websites Design

Research and Development team member

April 2005 – April 2006

"HumanEyes Technologies" Lenticular 3D printing software house, Hebrew University, Jerusalem

- A member of a special R&D team assembled in order to develop a curvilinear perspective lens for 3D packages and a special depth enhanced 3D rig for 2D packages as well.

Production Manager and FX Supervisor

August 2002 – December 2004

"DPSI" Animation Studio in the Israeli branch of "DPS Digital Productions Solutions" of America.

- Project manager and supervisor for numerous TV and direct to DVD projects; led teams of Modelers, Texture Artists, Lighters, Renders Wranglers and Compositors on different studio productions.
- Head of effects Department, Studio's effects Supervisor.
- Outsource supervisor for a Canadian TV series (26 Episodes of Monster By Mistake); supervised quality control.
- Studio's lead Facial Expression Modeler, Studio's lead Lip-sync Animator; required intensive research and study of the different Lip- Syncing methods and technologies.
- Pre-production researcher; tested a wide variety of software and plug-ins for productions.
- Initial Pipeline designer for studio productions along with custom production tools design.
- Effects developer; developed effects for productions while considering render efficiency and artistic flexibility, both in 2D and 3D.
- Cg all around; modeler, Rigger, Texture artist, Animator, FX artist, Lighter, Render wrangler, compositor and Editor on different studio productions.
- An extensive part of my duties required supervising and activating studios around the globe thus maintaining a simple and logical production pipeline, both in building and executing in house and outsourced productions.

Project Manager and All around CG artist

July 1999 – August 2002

"3D Garage" Post Production House, Herzelia Studios, Israel.

- Team Leader of texture artists and modelers; replicating photo real cityscape for a flight simulator as an outsource contractor for "Electronic Arts".



- Working in conjunction with “R.T. SET” for the Children's channel in creating a TV real time one of a kind interactive live action game.
- Assisting “Rich FX” in creating an online 3D jewel gallery, using proprietary plug in.
- Working closely with “Rafael Weapon Industries”, creating various opening sequences as well as presentation videos for Rafael’s different products.
- Designer, Storyboard artist, Modeler, Rigger, Animator, Texture artist, Lighter, Render Wrangler, Compositor and Editor for the different studio projects.
- Created dozens of short clips which were used in: TV opening sequences, TV shows, Commercials, Presentations clips and 3D greeting cards.

Multi Media Teacher

September 1999-June 2000

“Hanagid” Junior High School, Herzelia, Israel.

- Responsibilities encompassed: teaching shooting and editing short films, presentations design, Photoshop and script writing to 4 seventh grade classes and 1 ninth grade class.

Freelancer

April 1999 – July 1999

“ProMedia Ltd.” production company, Tel Aviv, Israel.

- Director, Art director, designer and producer of numerous presentations for different units in the Israeli Defense Forces.

Military Service

March 1996 – March 1999

Video Production Unit, Ground forces division.

- Service as a chief animator, Acting as a drill sergeant in a video production course.
- Producing and creating a variety of animations clips, from accurate weapons mechanisms to several simulations of large quantities of moving vehicles on a specified terrain.
- Participation in a video production course which included: non-linear and linear video editing, directing actors, sound, lighting, shooting, script writing and working on a set.

Languages: Hebrew – Native, English – Excellent, (Reading, writing and speaking capabilities).

Full Knowledge in the following:

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| • Maya | • Fusion | • DVD Authoring |
| • 3DS Max | • Combustion | • Render Wrangling |
| • After Effects | • Adobe CS | • Project Managing |
| • Shake (scripting) | • Video and Sound Editing | • Windows, OS X, Linux |

Additional qualities:

- Can operate both as an independent and as a team player.
- Autodidact – especially adapt at learning new software and work methodology.
- Thinking out of the box – ability to integrate different techniques in order to achieve efficient workflow.
- Wide variety of skills that are used to create innovative methods to achieve the goal at hand.
- Team Management expertise.
- Creative and adaptable to all situations.
- Highly motivated.
- Wide scope of vision, able to keep an eye on the bigger picture while focusing on details.