

Objective:

Growing as a feature character animator while continuously seeking improvement in supporting areas such as story, art direction and character design.

Education:

A graduate of the iAnimate school for advanced character animation, studying under some of the industry's finest animators.

A graduate of Bezalel Academy of arts and design, Jerusalem (B.des degree), the visual communication department, where I majored in design, illustration, and 3d animation.

My studies also included the Maryland Institute College of art, Baltimore,MD, where I majored in 2d illustration and 3d animation.

CGMA masterclass : character design for animation/character design for production.
Schoolism masterclass : Environment design and color

Professional experience:

2014- current: Lead animator, L'Atelier animation, Montreal, Canada.
Animating on full CG animated feature:

“Ballerina” (2015)

2013-2014: Character animator, Mikros image, Montreal, Canada.
Animating on full CG animated features:

“The Little Prince” (2015)

“Mune” (2015)

2012-2013: Character animator, Mr.X Inc, Toronto, Canada.
Animating characters and creatures on feature film shows:

“RoboCop” (2014)

“The mortal instruments, city of bones” (2013)

“Carrie” (2013)

“Pompeii” (2014)

2010 - 2012: Character & VFX animator, generalist TD, Taylor James, London.

*In charge of all animation related content - animated vehicles, characters, creatures and VFX elements.

*Organic modeling/sculpting for print and animation, rigging for all animation related content.

*Concepting/storyboarding on select pre production stages.

2009 : Animator & Generalist, Studio ORSO, Tel Aviv.

*CG animator and After effects compositor on select TV idents & commercials.

*3d/ 2d Retouch artist for select print projects.

2008 : CG generalist & Production Lead, PipeDreams3D, London.

2008 : CG generalist & Environment and level design artist, Miniclip.com, London.

2007 – 2008: CG generalist & Animator – 3D lead, Animated Storyboards, NYC and TLV.

2004 – 2006: CG generalist /Animator, Animated Storyboards, Tel Aviv.

Software proficiency:

Maya, 3ds Max, Zbrush, Fusion, Nuke, Photoshop, After Effects, TVpaint, Manga studio.