

PROFILE

Highly motivated and passionate 3D environment artist looking to further a new career path in the CG industry.

SKILLS

- Excellent modelling skills including a full understanding of "Next Gen" asset creation, hi-poly to low-poly process and texture baking.
- Strong understanding of the use of modularity within games.
- Experience using game engines such as UDK and Source.

SOFTWARE

- Maya
- 3DsMax
- Zbrush
- Photoshop
- AfterEffects
- Flash
- Illustrator

EXPERIENCE

Freelance - Web Designer and Programmer

2008 to present

Designed, developed and implemented Flash/CSS and Javascript driven websites.

- Designed and built an interactive instructional CD for HP Indigo Press 5000 Industrial Printer for international distribution with all supplied printers.
- Created an interactive Flash presentation for Maccabi Health Services (Israel) designed to promote colon cancer awareness and testing for company personnel and well as the general public.
- Used Maya to create technical animations using Solid Works data files for Ham-Let technical college.

é-Learning Ltd. , Azur, Israel - Production Manager

2006 to 2008

Managed the design, development and implementation of é-learning products for Israel's leading companies (pharmaceutical companies, financial Institutions and industrial manufacturing).

- Applied management skills to utilize all assets and resources available, maximizing employee productivity and performance to achieve corporate goals and objectives.
- Demonstrated proven ability to turn around projects that are behind schedule and over budget.
- Designed eye-catching company logos and advertising materials.

- Supervised creative direction of numerous projects both internally and externally.

3Wave Inc., Tel-Aviv, Israel - Senior Software Developer

1998 to 2005

Created, developed and integrated QAD MFG/PRO Enterprise Requirements Plan system modules and external add-ons.

- Development lead of MFG/PRO financial localization to the Israeli market and EURO currency conversion.
- Development lead on MRP (Materials Requirement Plan) report and logistics modules development for Alvarion LTD.
- On site support team leader for Alvarion LTD. Facilitated support staff training and supervision.

EDUCATION

Think Tank Training Centre

2011

Mentorship Program - 3D modeling

Mentors: Matthew Massier, Jeff Scott

Pacific Audio Visual Institute

2009

Game Design & 3D Animation - Graduated with honours

The University of Manchester

2002

Bachelor of Arts, Business Administration, Minor: Market Research