

# Shlomi Avtalyon

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Objective Employment in Art, 2D Drawing 3D animation and motion design

## PROFESSIONAL EXPERIENCE

### 2018-Current    MOTION DESIGNER DGN

The position required creating videos and sound on a daily basis for games, using after-effects cinema4D photoshop, and illustrator.

- Video editing
- 2d Animation
- 3D Animation
- illustration

### 2017-2018    MOTION DESIGNER DAUUP CLICKSMOB

The position required creating videos on a daily basis for ecommerce, games, and web sites, using after-effects and photoshop.

- Video editing
- 2d Animation
- illustration

### 2014-2016    Illustrator & Gui designer Mind-lab Group

Creating sketches, drawings, game graphics design  
(Basic 2d animation, icons and creating assets for games (desktop and mobile

- Sketches
- 2d Animation
- Gui design
- Characters design

**2012-2013    Illustrator & 3d Artist**  
**Tabtale (Uranus Technologies)**

The position required creating sketches, drawings and GUI to be used in educational and Entertainment apps for kids (list of the apps below) Covering almost every aspect of the art

- Sketches
- Storyboard
- Gui design
- Characters design
- 3d animation

**2004-2011    Leading Animator**  
**Samsung Electronics, Israel.**

Creating sketches and 3D models to be used in selection of final scenes and characters using Maya.

- Animation
- Concept art
- Textures
- Character Design
- Rigging

**2002-2003    Leading Animator**  
**S20 self employed**

- drawing in 2D to create sketches, artwork or illustrations.
- 3D modeling
- Animation
- Texture based software as Photoshop 5.5.
- Freelance working with companies in Israel.

**1998-2001    Leading Animator**  
**Dream team Ltd.**

Generating conceptual drafts for processing and animation, 3D modeling using Power Animator and Maya.

- Character Design
- Texture based software as Photoshop, amazon 3.00 and deep paint.
- Motion captured data editing into Maya for post production.

**1994-1997    IDF Service**  
**Telecommunications**

2004-2011    Animator  
                 Anima Studio

2D Character Design for cell animation  
Drawing pencil tests  
Cell painting

## PROFESSIONAL EDUCATION

Power Animator course in "Oryan", Israel 1998  
Graduate of cinema school program, Or Yehuda :1994  
Israel

## SOFTWARE'S

Maya, Photoshop, Illustrator, After Effects  
Cinema 4d, adobe audition

## QUALIFICATION

Creative and self-motivated  
Works well under pressure  
Meeting all challenging and mission critical deadlines  
Good writing and oral communication skills

## COMPUTER SKILLS

4 years' experience in real time 3D animation  
7 years of experience in 3D animation for mobile platforms.  
One year experience as 2D animator  
3 years motion designer and video editing

## RECOMMENDATIONS

Recommendation will be given upon request

## PORTFOLIO

<https://vimeo.com/user82756303>  
<https://shlomiv0.wixsite.com/portfolio>

