

MICHAL FINEGOLD - RESUME

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Reel: www.shmonster.com/reel

EDUCATION

Master of Science - New York University, USA
Digital Imaging and Design (Focus on 3D)
Received partial academic scholarship
Graduated with distinction in 2006, thesis received honors

Bachelor of Science - Tel Aviv University, Israel
Double major - Physics and Computer Science
Received partial academic scholarship from Physics Dpt.
Graduated in 2002

PROFESSIONAL EXPERIENCE

Freelance 3D Artist - Focus on lighting and compositing, with additional work as a generalist. Jul. 2007 - Present
Employers include:

Imaginary Forces	Brand New School	Psyop	Riot
Digital Kitchen	Shilo	Bl:nd (Blind)	The Wildernes
PandaPanther	Nathan Love	RhinoFX	Alien Kung Fu

Programmer/Designer, Black Mana Studios, New York - Programming; print and video design. Mar. 2009 - Present

Adjunct Instructor, Bloomfield College - 3D Modeling Course, Creative Arts and Technology Dept. Sept. 2009 - Dec. 2009

3D Artist & Technical Assistant (Staff) - Charlex, New York Aug. 2006 - Jun. 2007
Production: Materials, lighting and compositing.
R&D: Scripting for development and maintenance of production tools - MEL and web based.

Software Engineer - VCON, Herzlia, Israel Nov. 2002 - Oct. 2004
Programming with Microsoft Visual C++, developing the VCON Conference Bridge - a server that enables video conferencing between multiple endpoints. Redesigned the code for a new version of the product.

QA - Mercury Interactive, Yehud, Israel Jul. 2002 - Nov. 2002
Worked on Quality Assurance team of the TestDirector product, a web based application for software test management.

NOTABLE PROJECTS

"Harajuku Lovers" - Campaign for fragrance line by Gwen Stefani, at PandaPanther
Lead lighter and shading artist on this extensive project, designing the look of the project in terms of materials and lighting and implementing the workflow for achieving that look; assisted with layout and modeling as well.

"Blood Trail" - Trailer for 3D animated horror film at Nathan Love. Materials, lighting and compositing.

"Happiness Factory II" - Extensive project for Coca Cola at Psyop. Lighting and pre-compositing.

"Eat" - Award winning animated short. Writer, director and animator.
Runner Up for Best Animation at the Portland screening of the International Fest of Cinema and Technology.

SKILLS

Software:

Autodesk Maya (with MEL) including Mental Ray, AIR and RenderMan renderers		
Pixologic ZBrush	Adobe Premiere	Macromedia Director (with Lingo)
Apple Shake	Adobe After Effects	Macromedia Homesite
Adobe Photoshop & Imageready	Adobe InDesign	Apple Motion
Microsoft Visual Studio	Adobe Flex	Apple Final Cut Pro

Programming: C, C++/VC++ Python ActionScript & MXML

Web Development: HTML/DHTML JavaScript CGI & Perl

Traditional Art: Solid background in traditional art, including sketching, painting and sculpture.