

# Resume

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## PERSONAL DETAILS

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New York, NY 10036

Citizenship: American (Born in California) and Israeli

## EDUCATION

- **Master of Science**  
Digital Imaging and Design  
New York University, USA  
Focus on 3D  
Received partial academic scholarship  
Graduated with distinction in May 2006, thesis received honors
- **Bachelor of Science**  
Double major in Physics and Computer Science  
Tel Aviv University, Israel  
Received partial academic scholarship from Physics Dept.  
Graduated in summer 2002

## EXPERIENCE

- **Freelance Compositor - Thornberg and Forester;** Apr. 2008 - Present; New York  
Compositing with After Effects; additional lighting and rendering with Maya and Mental Ray.
- **Freelance 3D Artist - PandaPanther;** Jan. 2008 - Mar. 2008; New York  
Lighting and rendering with Maya and Mental Ray; compositing with After Effects.
- **Freelance 3D Artist - The Wilderness;** Jan. 2008; New York  
Modeling, materials, lighting and rendering with Maya and Mental Ray; compositing with After Effects.
- **Freelance 3D Artist - Riot;** Jan. 2008; New York  
Animation, materials, lighting and rendering with Maya and RenderMan.
- **Freelance Lighter - PandaPanther;** Dec. 2007; New York  
Lighting and rendering with Maya and Mental Ray; pre-compositing with After Effects.
- **Freelance 3D Artist - RhinoFX;** Aug. 2007 - Sept. 2007; New York  
Lighting and rendering with Maya, MayaMan & AIR.
- **Freelance Lighter on Happiness Factory II spot for Coca Cola - Psyop;** Jul. 2007, New York  
Lighting and rendering with Maya and Mental Ray; pre-compositing with After Effects.
- **3D Artist & Technical Assistant - Charlex;** Aug. 2006 - Jun. 2007; New York  
Production: Lighting and rendering with Maya and Mental Ray; compositing with Shake.  
R&D: Scripting for development and maintenance of production tools - MEL and web based.

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- **Software Engineer - VCON**; Nov. 2002 - Oct. 2004; Herzlia, Israel  
Programmed 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**; Jul. 2002 - Nov. 2002; Yehud, Israel  
Worked on the Quality Assurance team of the TestDirector product. TestDirector is a web based application for software test management.
- **QA & Application Engineer - InirU**; Jul. 2000 - Jun. 2001; Kfar Saba, Israel  
Worked on the Quality Assurance team. Promoted to work with the Application Engineering team, designing the product and its features. InirU provides location based services for cellular phones, controlled via the InirU user website.
- **QA - Mercury Interactive**; Jun. 1998 - Dec. 1998; Yehud, Israel  
Worked on the Quality Assurance team of the WinRunner product. WinRunner is an automated software testing application, with its own C-like scripting language.

## MILITARY SERVICE

- **Armored Corps Instructor - IDF**  
1996 - 1998; Israel  
Instructed soldiers and officers of the regular army and the reserves, from various corps, including IDF elite army units.  
Received Outstanding Soldier commendation.  
Promoted to role of teaching and qualifying new Armored Corps instructors.  
Promoted to sergeant.

## SKILLS

### Media & Graphics Software:

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

### Programming:

- C
- C++/VC++

### Web Development:

- HTML/DHTML
- JavaScript
- ASP
- CGI

### Traditional Art:

- Solid background in traditional art, including sketching, painting and sculpture.