

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 Dept.
Graduated in 2002

PROFESSIONAL EXPERIENCE

Lighting Artist, Animal Logic - Lighting and compositing on animated feature film. Jun. 2010 - Present

Freelance 3D Artist/TD - Focus on lighting and compositing, with additional work as a generalist/TD. Jul. 2007 - Jun. 2010
Employers include: **Framestore; Imaginary Forces; Brand New School; Psyop; Digital Kitchen; Shilo; RhinoFX; Riot; Bl:nd (Blind); PandaPanther; Nathan Love; The Wilderness**

Programmer/Designer, Black Mana Studios, New York Mar. 2009 - Jun. 2010
Production: Designing for print and video, creating 3D and 2D assets for applications.
R&D: Programming and scripting 3D pipeline tools - MEL, Python, ActionScript and MXML.

Programmer, Kickstand, New York - Developing and maintaining 3D pipeline tools - MEL and Python. Feb. 2010 - Mar. 2010

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

3D Artist & Technical Assistant - 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 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.

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.

"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.

MILITARY SERVICE

Armored Corps Instructor - IDF, Israel 1996 - 1998
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 training new Armored Corps instructors. Promoted to sergeant.

SKILLS

Software: Autodesk Maya including Mental Ray, AIR and RenderMan renderers Apple Shake
The Foundry's Nuke Adobe After Effects Apple Motion Apple Final Cut Pro
Pixologic ZBrush Adobe Premiere Macromedia Director Microsoft Visual Studio
Adobe Photoshop Adobe InDesign Macromedia Homesite Adobe Flex

Operating Systems: Comfortable working with Windows, Mac, and Linux.

Programming/Scripting: C, C++, Python, MEL, ActionScript & MXML **Web Development:** HTML, JavaScript, CGI & Perl

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