

Skills:

TVPaint - Advanced | 4 years experience
Flash, Animate - Advanced | 5 years experience
Photoshop - advanced

- Quick learner
- Patient
- Team player
- Adaptable
- Plans ahead



Work Experience:

2022 - current - Concept artist and Lead artist - InnplayLabs:

Works in monetization for casual mobile games and lead other artists from abroad in monetization and Social.

2018 - 2022- 2D Animator and Storyboarder - Pil animation Studio:

Worked as a 2D animator and storyboarder for pre-kids series and commercials

2017 - 2D Effects Animator - Snowball:

Worked as part of a team on 2D effects for "Dreamtopia" TV show.

2017 - 2016 - Layout and 2D Animator - Pil Animation Studio:

Worked as a 2D animator layout for pre-kids series.

Education:

2015-2010 - Diploma in 2D classic animation from Minshar School of Art.

Additional Experience:

- **2023** - Joined an Animation Class to learn Character animation in ToonBoom, by Netta Lahav.
- **2021** - Joined in Gobelins Online Summer School for a Character Animation Program.
- **2019 - 2020** - rough animation and clean up for students' short final films.
- **2008 - 2014** - Led and contributed to design and animation team for Harucon conventions - Designed prints and led a team of artists.

Hobbies:

- Drawing and crafting in different mediums, learning new techniques and programs.
- Taking walks in the mountains and cities and making sure to try the coffee.
- Taking photos of small details I can use for reference and scenarios I find interesting.

Programs:

TVpaint, Adobe Flash/Animate, After Effects, Photoshop, ToonBoom Harmony, Procreat.

Languages:

Hebrew - Native | English - Advanced