

Yoni Segev 3D Artist/Animator

Website Reel Email Yonisegev11@gmail.com Phone 0547048407 Location Herzliya, Israel

PROFILE

It's been almost two decades since I started my professional journey into the realm of 3D and I couldn't be happier. I'm very technical by nature, and I have a deep understanding of the whole pipeline, I've been honing my eye and intuition for years now creating creatives for different kinds of games and target audiences. Today we can imagine anything into fruition, as we progress in time the the scope of manpower needed for this is going to diminish and transitioning into smaller groups of extremely dedicated individuals - this is where i shine, and this is what i love

PROFESSIONAL EXPERIENCE

Head of 3D / Art Director

Liniad

2019 – present | Herzlia, Israel

As the head of the 3D department I manage a team of artists, animators, and technical professionals, I also play a crucial role in defining the artistic and technical direction of all the projects, which involves making decisions about the overall look and feel of the 3D assets, additionally, pitching proposals, presenting storyboards and concept ideas to clients is a big part of my job.

Our creatives span from AAA-quality productions to medium budget productions for companies such as Warner Brothers, Rovio, Plarium, Playtika, King, ect.

Art Director

BlackBoard Studios,

2017 – 2019 | tel aviv, Israel

I was in charge of a team of 6 3D artists, and I was responsible for the visual design, animation & aesthetics of all our 3D projects. We worked on projects for film, television, games, products & commercials.

we worked with companies such as: google, facebook, SodaStream, Heremobility, Telma and more.

Lead Facial Animator

Electronic Arts

2015 – 2017 | Vancouver, Canada B.C

I lead a team of animators and was responsible for the facial animation of different characters in cinematics for a multitude of EA titles.

All rigs were FACS based, additionally I was part of the team that pioneered the predictive locomotion system that they now use in Fifa/Madden.

EDUCATION

3D Animation & Visual Effects

Vancouver Film School

2014 – 2015 | Vancouver, Canada

Relevant Software - Maya, Photoshop, Premier, Zbrush, Mudbox, Nuke, Pftracker and Shotgun.

Visual Communication - B.Ed.Des (Graphic Design)

Wizo, The Neri Bloomfield Institute for Deisgn

2009 – 2013 | Haifa, Israel

Majored in Animation, Relevant courses: Classical Animation, Life drawing, Color Theory, Mass Communication, Compositions, Cinematography and Photography. Relevant Software: Maya, 3DstudioMax, Zbrush, Photoshop, After effects.

SKILLS

Maya | Blender | Zbrush | Photoshop
After Effects | Unreal Engine | Substance

COURSES

Facial Action Coding System

EA

2016 – 2016 | Vancouver, Canada

This course was part of the knowledge needed for me to critique other animators' work, crucial in avoiding the uncanny valley and matching the retargeted raw data to the actual performance.

LANGUAGES

English ● ● ● ● ●

Hebrew ● ● ● ● ●