Yoni Segev 3D Artist/Animator

🡔 Website ▶ Reel ✉ Yonisegev11@gmail.com 📞 0547048407 📍 Herzliya, Israel

👤 PROFILE

Today, we have the power to bring worlds from our imagination into reality. What once required the effort of hundreds, can now be envisioned and executed by just a few. This is where I shine.

As the head of the 3D Department, I shape the artistic and technical direction of our endeavors. This also involves pitching proposals, presenting storyboards, conceptualizing ideas and actually making the projects themselves.

With over fifteen years of hands-on experience, I have honed my skills in both creating and managing teams of artists, animators, and technical professionals on high-value projects

💼 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 ● ● ● ● ●