

# DANIEL SHEIN

[www.danielshein.com](http://www.danielshein.com)

## ADDRESS

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## SUMMARY

A passionate 3D artist specializing in character animation, in creating organic and hard surface 3D models as well as creating their own textures and shading.

Working in the industry since 2013, on a variety of projects from feature animation films to TV series, from commercials to games.

I'm strong at working in high standards and tight deadlines within a team as well as independently.

A great communicator, positive and an innovative team player. Accustomed to working in close collaboration with directors, designers and creating a bridge between the development department and the artists to provide troubleshooting assistance and effective solutions.

## EXPERIENCE

### **CG Animation Lead & Technical Artist** | Inception XR, Tel Aviv | 2017 - Present

- ❖ Creating high and low poly Characters/Props/Environment 3D models, designing textures and creating 3D animation in order to achieve the desired look for mobile apps in AR and VR content.
- ❖ Lead and supervise the animation outsourcing crew to deliver and improve performance, communication and artistic quality.
- ❖ Working with the gaming software Unity in order to assemble scenes for Bookful app - AR digital book.

### **3D Animator** | ARX-Anima, Vienna | 2016 - 2017

- ❖ Required to deliver high quality animation at a fast pace on the TV series "Talking Tom & friends".

### **3D Animator** | Snowball Studios, Tel Aviv | 2015 - 2016

- ❖ Collaborated in a small team to create a variety of high quality commercials in tight schedules.
- ❖ Created cartoony and realistic style animation on TV series for Disney Junior - "Star Darlings" and for Mattel - "Barbie-Dreamtopia".

### **3D Animator** | Cinesite Studio, Vancouver | 2014 - 2015

- ❖ Created desired and high level entertainment performances of the digital characters on the feature film "Sausage party" that met the vision of the directors.

### **3D Animator** | DHX Studio, Vancouver | 2013 - 2014

- ❖ Responsible for creating believable performances of the characters on variety TV shows such as "Slugterra", "Endangered Species" and "Max Steal".

## EDUCATION

**Think Tank Online School** | 2020 | Specialized CG Training- Modeling/Texturing/Render.

**IAC College** | 2017-2018 | Specializing in organic 3D modeling and texturing with Zbrush software.

**Ianimate Online Courses** | 2013 - 2014 | Workshops 3 & 4 -focus on body mechanics and facial animation.

**Vancouver Film School** | 2012 - 2013 | Majored in 3D character animation.

**Tel Hai college** | 2008 - 2011 | Degree in digital art - 2D/3D animation. Graduated with honors and Scholarship.

## SOFTWARES

Maya | Zbrush | Substance Painter | MarvelousDesigner | After effects | Photoshop | Unity | Flash Pro