

## Almog Mizrahi - VFX \ 3D Generalist Artist.

2019

Located: Tel Aviv, Israel. Language: English- fluent, Hebrew native.  
Phone: 972(0) +524629630. Email: [Almog3d@gmail.com](mailto:Almog3d@gmail.com)  
Web: [Almogvfx.com](http://Almogvfx.com)  
Born:1983

My professional experience includes services for Film,Real time, and Advertising industries.  
With extensive experience as all around 3d generalist i have the versatility  
and speed to tackle a broad range of tasks.

As educator, for the past 6 years I teach and lead VFX and Game design Courses in the Israeli animation collage.

### Work Expirience :

March 2018 – today:

Creative director at: **Adshir Local ray**

Creating and designing Tech demos to demonstrate  
real time ray tracing with cutting edge technologies for both High end and mobile devices.

2013- 2018

Freelancer

Took parts in Projects for home screens and gaming industries:

Films- Sky Raiders (as VFX artist)

Short films – Face swap, The dark planet (as Concept artist and 3d generalist)

Promos - Game of thrones Season S7 & HBO cables. (as lead 3d artists/generalist)

High profile commercials.

VFX shots

Characters and asset creation.

And much more, Visit my website.

**MAKE Visual** - relocated to the states

**Snowball-VFX** - (lead artist, Head of various departments over time)

**Shortcut Playground** - 3d generalist |

**PUMA designs** – 3d generalist|

**Prometheus** – Viz tech artist & 3d artist.

**Space cowboys** (real-time character artist)

**The artery** (real time shading\modeling)

**The bakery** (character artist) TV

And more..

I started my career as 3d artist in 2001, joined the IAF Israeli air force as 3d animator

As mandatory 3 years service.

Skills :

### **Main tools: (Native)**

3DSMAX | PhoenixFD | VRAY | After effects | Substance painter | Zbrush | Unity

### **Secondary tools: (intermediate)**

Maya | Arnold | Unreal engine | syntheyes | Fume

**I can do:** modeling,retopo,uv, texturing, baking, shading, lighting, rigging, animation, vfx, render, comp.

Familiar with most of 3dsmax plug-ins

I love my work

Fast, easily pick up new tools, flexible at my tasks and have eyes for details.

Please feel free contact me for any more info or reference.

Thanks you.