

Shuki Gamliel - Character Animator

Address – Nisim Alomi 12 Rosh Ha'ain, Israel

Email – ShkukG@gmail.com

Cell Phone - +972-54-5045100

Summary:

Character Animator since 2002, I worked on everything from commercials, TV series, games (cinematics and in-game) and short and feature film.

I took on roles of lead animator and supervising animator. During 2015-2016 I was also the Head of Animation at Snowball VFX, managing their animation department, producing quality animation for clients such as Mattel's Barbie and Disney's Star Darlings, and many more.

Work Experience:

2018 - Remote freelance character animator - Activision Blizzard, Toys for bob.

In game animator - not yet released and highly anticipated project

2017 - Founder of Funkeyz animation team

I have founded a new animation team that has participated in various commercials and outsourcing for animation studios. I acted both as manager and supervising animator as well as the founder of the team.

2017- Remote freelance character animator - King Art Games, Germany

Cinematics and ingame animator as well as animation team manager "The Dwarves", "Black Mirror" and more

2016 - Head of animation, snowball studios

Managing the animation department in all it's aspects:

Defining work methods, finding the most efficient way to use the department's resources.

Training new animation recruits and working with the existing team to improve the quality of animation produced.

Working with rigging, Layout and Render departments and making sure everyone's needs are met in the best possible way.

Working with production to create efficient timelines and defining the needs of the animation department.

2015 - Lead Animator, Freelance, Snowball Studios, Crew972

in a production of TV series and mobile Apps (*MICKEY'S MAGICAL MATH WORLD, Frozen: Early Science – Cooking and Animal care*)

2014 - Character Animator, Freelance.

in a production of TV commercials for the Israeli and the Australian TV, "7Mate", "Bituach Yashir", "Lotto", "Bezeq" and more.

Crew 972 - Character animator in a production of animated mobile apps

2013-Now - Founder of an Augmented Reality studio,

Character Animator, Freelance.

2010-Now - Character Animation teacher,

IAC - Israeli Animation College - Israel

3DU - Animation College - Israel

2011-2013 - Character Animator, Freelance.

in a production of TV commercials for the Israeli and the Australian TV,

"7Mate", "Bituach Yashir", "Lotto", "Bezeq" and more.

2011 - Character Animator, Freelance.

In a production of a Video Game – (*Kinect Disneyland Adventures*)

2011 - Lead Animator, Animation Lab, Israel.

In a production of a feature film.

2010 - Lead Animator and team manager, Crew 972, Israel.

In a production of a TV series (Wile E. Coyote and Road Runner) for Warner Bros.

2009-2010 - Lead Animator, Snowball VFX, Israel.

In a production of a TV series.

2008 - Character Animator, Animation Lab, Israel.

In a production of a feature film.

2005-2007 - Character Animator, Crew 972, Israel. -

In a production of a TV series and a full feature film.

2003-2004 - Character Animator, DPSI, Israel.

In a production of a full feature film.

As well as the Production Manager in a production of a short film.

2002-2003 - Character Modeler, Multiview, Israel.

In a production of a full feature film.

Children animation Tutor, Animedia, Israel.

Instructing children in a classic and computer animation course, In a study program of the Ministry of Education.

Army Service:

1997-2000 - education department, including production of short films for the unit (Writing, directing, filming and editing)

Education:

2015 - Game animation workshop - *iAnimate*

2008-2010 - NLP Master practitioner - NLP for a change, Israel

2002-2003 - Character Animation Course by *Doron Meir*

2001-2002 - Computer Art College, Israel.

Studied professional 3d animation for broadcast.