



Damon Lavenski

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Profile

3D Artist / Design / Asset Design / Production development and management

With over a decade of experience in 3D content spanning many disciplines, my vast skill set allows me to integrate quickly into different environments. All projects I'm involved in are contributed greatly by that unique perspective.

Skills

Art skills

- nCloth
- XGen
- 3D modeling (high level sculpting and game character creation)
- 3D rigging
- Lighting and rendering (mental ray/ Arnold)
- 3D character animation
- Video editing and compositing
- Character and environment design
- Photogrammetry

Administrative skills

- Meeting facilitation
- Task management
- Project planning Budget forecasts
- Public speaking and presentation
- Management for small teams using the agile method

Software skills

Autodesk Maya, Autodesk 3ds Max, Mental Ray, Arnold, Autodesk Mudbox, zBrush, Adobe After Effects, Adobe Photoshop, Adobe Illustrator, Autodesk sketchbook Pro, Adobe Premiere, Unity, Unreal engine 4, Mari, Modo, Speedtree.

Experience

Technical animator at "MPC" 2018-2019

Worked on Detective Pikachu, Aquaman and several other projects. My responsibilities were to simulate cloth and fur, character cleanup and corrective blend shapes, including CFX rig setups.

CG generalist at "FuseFX" 2018

Overall CG generalist with emphasis on lighting and looked dev using V-Ray. In addition I animated and rigged several assets.

Technical animator at "Method studios" 2017-2018

Originally brought in to work on "Black panther", I continued doing cloth and hair work for "Avengers infinity wars" till March 2018.

Freelance 3D Generalist 2017

Working for different companies, museums and private contractors. Depending on the project I will model, texture, render or animate. I also provide services for photogrammetry and VR setups

Teacher and lecturer at "School creative" 2017

My classes cover a myriad of disciplines in CG starting with Maya 101, Modelling, rendering and rigging fundamentals. In addition I also teach project management and workflows in a 3D environment.

3D generalist at "Psyops studios" 2016

A VFX studio working on many TV and film projects.

I was brought on for several projects to model, rig, simulate cloth, and render various 3D elements.

Shot finalist at "Nitrogen studios" 2014 - 2016



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An animation studio that recently released its first feature film – “Sausage party”. I did animation, modeling, Hair/cloth simulations and rendering

Freelance 3D artist

“Virtual Point” 2011-2013 - a studio specializing in medical and pharmaceutical simulations Layout, animation, modeling, rendering, and post-production

Studio Livyatan - a studio specializing in dynamic multiple screen projections and promotional work. Modeling, texturing and animation of 3D assets for visual effects

Animator, all round 3D artist and senior stereoscopic CG specialist – “3DTVision” 2010-2011

Layout, animation, modeling, rendering and post-production. The studio specialized in stereoscopic commercials.

All round freelance 3D artist for “Pil animation” 2008-2009

Worked on animated series for toddlers in layout, animation, modeling, rendering, and post-production

Layout and previz artist at “Animation lab” 2008

Animation lab is an international animation studio currently working on its first animated feature.

All round 3D artist at “Apregon” studios 2007-2008

The studio specialized in commercials. I provided services in storyboarding, layout, design, modelling, animation, texture, rendering, rigging and technical direction

Teacher at “Animaya” college 2011-2013

Teaching the courses “Maya for beginners” and “Advanced Maya”. The beginners' course taught the fundamentals of the Maya software in all its aspects. The advanced course expands the technical software knowledge.

Teacher at the “Bezalel academy of arts and design” 2010-2012

Department of visual communications

Teaching the course “Maya fundamentals for graphic designers”. A course designed to supply graphic designers in the field of broadcast a basic knowledge of 3D

Department of screen based arts

Teaching the course “Preproduction in CGI”. A course that informed the students about the different production stages involved in producing a short animated movie. The foundations of layout, project hierarchies, naming conventions, rigging and skinning, low-rez modeling, cameras and camera rigs, quick posing and the tracks editor, working with props, playblast, turning video/storyboards into previz and using the setup machine

Teacher at “The Naggar school of photography, media & new music, Musrara - Jerusalem” 2007-2012

Teaching the course “3D Animation fundamentals”. A course starting from basic animation techniques up to acting and storytelling, with an emphasis on 3D computer animation and particularly 3D Max.

Education

Graduate of the Bezalel academy of arts and design, Jerusalem Israel - animation department

Master’s degree (MDM) from the center for digital media, Vancouver, BC