

ITAMAR KEREN - 3D Animator Sup

Info

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Demo Reel:
<https://bit.ly/2VNZCsI>

Technical Skills

Autodesk Maya
Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Adobe After Effects
Basic MEL / Python
Linux/Windows/OS

Languages

Native in Hebrew
Fluent in English

REFERENCES

Ged Wright - VFX Sup'
Joel Prager - Postvis Sup'

Experience

- 2021 - Present **Paramount Pictures**
In House Animation Supervisor - Supervised and animated PreViz, PostViz and Animation for the in house team on the feature **Sonic the Hedgehog 2 and 3** movies. Working directly with the top of the production. In charge of key scenes from the movie, while also problem solving and supervising the previz and postviz teams.
- 2019 - 2021 **Mainframe Studios (formally Rainmaker Studios)**
Lead Animator - Animation Lead on the Dreamworks production of the **Madagascar: A little Wild** show for Hulu. I both animate and oversee a team of 9 animators on a show that has a very big variety of creatures, from biped and quadruped, to flying creatures too. Animating dance and musical sequences.
- 2019 - 2019 **Sony Pictures Imageworks**
3D Animator - Animator on the animated feature **Angry Birds 2**
Layout Artist & 3D Animator - Layout and Animator on the live-action feature **Mulan**
- 2018 - 2019 **MPC**
Postvis Animator - Postvis for a live action / CGI hybrid feature **Sonic the Hedgehog**. Character, props and vehicle animation, asset creation, troubleshooting, and research. On-set experience. Working directly with the client-side VFX team. Liaise for MPC
- 2018 - 2018 **Rainmaker Studios**
Lead Animator - Animation Lead on the YouTube shorts **Ready2Robot**. Supervised animation on a team of 8 animators, ranging from Junior to Senior. In charge of: Animation reviews, animator guidance, implementing tools, setting character rig pickers, populating the animation library
- 2018 - 2019 **LaSalle College**
3D Animation Acting and Pantomime Teacher - Teaching Character Animation, to a class of 14 students, with a focus on acting. As well as guiding advanced studio class.
- 2016 - 2018 **ICON Creative Studio**
Senior Animator - Worked on **Super Monsters, Kong; King of the apes (season 2), Tarzan and Jane (season 2)**.
- 2014 - 2016 **Bardel Entertainment**
Animator - Worked on the Dreamworks production of **The Adventures of Puss In Boots**.
- 2013 - 2014 **Gravity Creative Space**
Animator - Animating various types of characters, from humanoid to more simple, like a package, on TV commercials. Working on very tight schedules, at Israel's leading visual effects studio.
- 2013 - 2013 **HardEdge Creative**
CG Generalist - Engaging in multiple projects, with various programs. Performing 2D and 3D animation tasks, graphic design and compositing shots.
- 2012 - 2012 **Sony Pictures Imageworks**
Animation intern - **Smurfs 2** - Creating background animation and cycles for Misc Smurfs. Also working with high-end rigs from different Imageworks properties, completing various assignments on a tight schedule.
- 2011 - 2012 **Rainmaker Studios**
Junior Animator - Working on the production of **Max Steel**, I got to work with MoCap and Key-framed characters. I worked on scenes ranging from simple conversations to elaborate fight sequences.
- 2006 - 2010 **Gravity Creative Space**
Flame artist - Working on TV ads, on a very tight schedule, I got to composite live action sequences, and animated shorts. I worked on title sequences and pack-shots. Motion graphics and rotoscoping.

Education

- 2017 **AnimSquad**
3 month advance animation online course, under Andrew Chesworth's mentorship.
- 2010-2011 **Vancouver Film School**
3D animation and visual effects. 1 Year intensive program