

Eliel Dan Levy | 3D Artist

LOOKDEV / SHADING / LIGHTING / RENDERING / MODELING

Tel Aviv, Israel

elielart@gmail.com

www.elielart.com

PROFILE

A highly creative CG artist and production designer with a strong art sense, multiple skills and over 3 years working experience on commercials and short movies. Self-Confident fast worker with a strong passion in 3D, art and video. I'm focused on Look development, realism and attention to detail, constantly learning, creating, and evolving as a 3D artist.

WORK EXPERIENCE

2017-Present: Gravity VFX

Senior Lighting / Shading / Rendering artist

- Doing lookdev for worldwide commercials and short movies.
- Lighting, Shading, Texturing and Rendering.
- Hard surface and product modeling.

2015-2017: Freelance

Working as a freelance artist on small projects.

2012-2015: Network administrator- IDF

Head of computing department

- Maintaining computer infrastructures with Emphasis on networking.
- Commanding with excellence on a team of soldiers.
- Fixing computer malfunctions Hardware, Helpdesk.

EDUCATION

2015-2017: "I.A.C" The Israeli Animation College

3D and Animation course.

2005-2011: "Tihon Hadera" High school

Computer Science major

SKILLS

Lookdev, Lighting, Shading, Modeling, Texturing, Rendering, UV Layout, Grooming, Compositing

SOFTWARE KNOWLEDGE

Very proficient in:

Maya, 3DS MAX, Lightwave
Arnold, Redshift, Mental Ray
Adobe Creative Suite, Zbrush,
Substance Painter

Good knowledge:

Vray, Octane, Marvelous designer
Shave and Haircut, UE4, Unity

LANGUAGES

Hebrew, Spanish, English

HOBBIES / INTERESTS

All kind of Sports,
Videography, Music,
Social media management.

NATIONALITIES

Argentina
Israel