GABRIEL GHERMAN

DIGITAL ANIMATOR

gabrielkni2@gmail.com | https://gherman3d.wixsite.com/animation
+972 58 692 6986

STATEMENT

Digital Animator with over five years of experience in the production of 2D, 3D and Motion Graphics projects, including games, commercials and institutional videos.

CORE SKILLS

- 2D and 3D Animation (including the rigging process both in 2D and 3D);
- Strong knowledge on various software and workflows;
- Able to communicate creative and technical thoughts and ideas;
- Able to work with different types of media;
- Experience working from the Storyboard / Concept to the Post-Production;
- Able to take directions and adaptable to change;
- Ability to work both independently and as a part of a team;
- English (fluent), Portuguese (native), Hebrew (intermediate);
- Israeli Citizen.

SOFTWARES

ADOBE ANIMATE • AFTER EFFECTS
PHOTOSHOP • PREMIERE • ILLUSTRATOR
MAYA • SUBSTANCE PAINTER • ZBRUSH
UE4 • UNITY3D • NUKE • VRAY • ARNOLD
QUBE • SHOTGUN

EDUCATION

VANCOUVER FILM SCHOOL

3D Animation and Visual Effects - 2016

Earned a diploma in 3D animation and Visual Effects with focus on Modelling and Lightning 3D objects and scenarios.

GAMA FILHO UNIVERSITY

Film Production - 2008

Bachelor's in film production with focus on editing and graphics software.

EXPERIENCE

DIGITAL ANIMATOR (2D AND 3D)

Letras Tagarelas - Joe The Kid - Android Game | 2018 - Present

- Rigging and Animation of of all the main characters of the game.
- Modeling, Rigging, Texturing and Lighting of the main character 3D Model.

DIGITAL ANIMATOR/ VIDEO EDITING

Grupo Brasil - Diverse Projects | 2013 - Present

- Creating and executing motion graphic animation for institutional and promotional videos, optimizing the presentation of products and projects

DIGITAL ANIMATOR

NorDestinos - Brand Logo | 2019

- Complete creation of the animated logo (Modeling, Texturing, Animating, Lighting and Post-Production).

DIGITAL ANIMATOR

SuperUber - Coca-Cola Olympics Project | 2016

- 3D Modeling, Texturing and Rigging of the Coca-Cola Bear to be used on Unity3D with Kinect on the 2016 Olympics in Brazil