



Yishay Shemesh

TECHNICAL ARTIST AND ANIMATOR

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I'm an animator and technical artist with an uncanny ability to make developers and artists play nice together through the power of robust and flexible pipelines.

Among my clients

- Augment AR
- Patched Reality
- Zugara
- Marco Tempest, Techno-illusionist
- Ginger Gene

Areas of Expertise

Art

- 2D/3D Animation, Rigging, Modeling, Textures
- MEL/Python Tool Scripting
- Proficient in: Maya, 3dsMax, Blender, Motion Builder, Adobe Photoshop and AfterEffects.

Game Engine

- C#, components and editor extensions (unity)
- Level/animation blueprints (UE4)
- State machines
- Complex Shaders
- Debugging imported assets
- Proficient in: Unity, UE4

Education

Bezalel Academy of Art and Design

Bachelor of Fine Arts via the Animation Department. Graduated with honors in 2011.

Work Experience

TECHNICAL ARTIST AND ANIMATOR

Poleaxe Games 2019

- Designed and ran the entire animation pipeline from rig through animation to setting up Animator Controllers, blend trees, state machines, re targeting, prop attachments, and IK systems.
- Debugged, and solved any art related problem, from asset import and format issues, through visual bugs to assets' in-game functionality.

SUPERVISING ANIMATOR

High Voltage Software 2015-2018

Shipped titles: DragonFront | They Live to Destroy

- Composed, provided feedback and approved animation tasks submitted by outsourced and in-house animators.
- Debugged all incoming animation assets and oversaw proper implementation for optimal in-game functionality.
- Scripted artist-friendly, time-saving tools for content creation and pipeline procedures.
- Rigged and animated characters, vehicles, and props.

TECHNICAL ARTIST AND ANIMATOR

Self Employed 2012 - 2015

- Worked in Unity and Unreal Engine to establish developer-ready models, scenes, skeletal meshes, animations, state machines, lightmaps, and shaders.
- Collaborated with remote development teams, provided creative solutions for technical issues prevalent in AR/VR productions: Optimization for mobile performance, Import bugs, 3D format conversions, rig reductions and LOD issues.

3D CHARACTER ANIMATOR

JCS Post Production

2011-2012

- Created appealing character and camera animation for TV commercials, animated children's series, and promotional videos.
- Directed and created concise, detailed storyboards for animation sequences and short animation promotional films.