

Aviv Arad
Senior Animator

www.fairlyfanatic.com

2009-2010 Bungie Studios (Microsoft) – Kirkland, WA (contract)

3D character animator for *Halo: Reach* (X360)

Animating a variety of characters (humanoid and alien). Responsibilities include: 3rd-person and A.I. animation libraries (full movement and action sets), weapon-specific animation transfers and non-interactive vignettes using key-framing and motion-capture-assisted tools.

2009 Mako Games – New York, NY (freelance)

3D character animator

Animated main character for online interactive astronomy website [Slooh](#)

2008 Asialis Group – Phnom-Penh, Cambodia (freelance)

Project Management Consultant

Lectured junior staff on animation techniques. Assisted in pre-production, storyboarding and visualization of animation shorts for television.

2006-2008 Kaos Studios (THQ Inc.) - New York, NY

3D character animator for *Frontlines: Fuel of War* (X360, PC). Responsibilities included:

Complete 3rd-person and A.I. character animation library.

Cinematic content-creation, scripted storyboard and dialogue with facial animation.

2007 Carnegie Museum of Natural History - Pittsburgh, PA (freelance)

3D animator for Dinosaurs exhibit

Created anatomically accurate dinosaur locomotion animations following strict guidelines from the paleontology department.

2007 Hyatt Regency Hotel - New Jersey (freelance)

3D animator on interactive installation piece

Created library of animation loops of forest animals in various stages of foraging.

2004-2006 SuperEgo Games - New York, NY

3D character animator for *RatRace* (PC)

Completed library of character animations - stress on dialogue-driven body language and emotional responses. Assisted with character design.

2002-2004 Core-Design Ltd. (Eidos Interactive) - Derby, England.

3D character animator

Completed library of animations for 3rd-person enemy characters (locomotion and interaction). Assisted the programming team with design and planning of combat systems.

2002 H&G srl. – Brescia, Italy

3D animator for music videos and other broadcast content.

2001-2002 Savannah College of Art and Design - Savannah, GA
Head of 3D department for a high-definition animated short *Rick and Rocky*.

1997-1998 Israeli Defence Force, Paratrooper Division – Tel-Aviv, Israel
Graphic designer - logistics and planning.

Primary software package: Maya

Education:

BFA, *Computer Animation*, Savannah College of Art & Design – Savannah, GA.

Languages: English, Hebrew, Italian, French.

- Authorized to live and work in the United States and European Union -