



## **Damon Lavenski**

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### **Profile**

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#### **3D Artist / Design / Asset Design / Production development and management**

With over a decade of experience in 3D content spanning many disciplines, my vast skill set allows me to integrate quickly into different environments. All the projects I'm involved in are contributed greatly by that unique perspective.

### **Skills**

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#### **Art skills**

- nCloth
- XGen
- 3D modeling (high-level sculpting and game character creation)
- 3D rigging
- Lighting and rendering (mental ray/ Arnold)
- 3D character animation
- Video editing and compositing
- Character and environment design
- Photogrammetry

#### **Administrative skills**

- Meeting facilitation
- Task management
- Project planning Budget forecasts
- Public speaking and presentation
- Management for small teams using the agile method

#### **Software skills**

Autodesk Maya, Autodesk 3ds Max, Blender, Arnold, Vray, Autodesk Mudbox, ZBrush, Adobe After Effects, Adobe Photoshop, Adobe Illustrator, Autodesk Sketchbook Pro, Adobe Premiere, Unity, Unreal Engine 4, Mari, Speedtree, DaVinci 16.

### **Experience**

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#### **Lead Technical animator at "Icon studios" 2021**

Working on several different animated series, main responsibilities simulate Hair and cloth. Lead cloth artist and part of the development team for tools and workflow for the department.

#### **Layout artist at "Wind sun sky" 2019-2020**

Working on the Invincible animated series. Responsible for translating storyboards into 3-D sequenced shots. Make sure to translate the 3-D compositions to 2-D camera compositions. Creates temporary models for Layout sets and props, as well as asset management.

#### **Technical animator at "MPC" 2018-2019**

Worked on Detective Pikachu, Aquaman, and several other projects. My responsibilities were to simulate cloth and fur, character cleanup, and corrective blend shapes, including CFX rig setups.

#### **CG generalist at "FuseFX" 2018**

Overall CG generalist with emphasis on lighting and looked dev using V-Ray. In addition, I animated and rigged several assets.

#### **Technical animator at "Method studios" 2017-2018**

Originally brought in to work on "Black panther", I continued doing cloth and hair work for "Avengers infinity wars" till March 2018.

#### **Freelance 3D Generalist 2017**

Working for different companies, museums, and private contractors. Depending on the project I will model, texture, render, or animate. I also provide services for photogrammetry and VR setups



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### **Teacher and lecturer at "School creative" 2017**

My classes cover a myriad of disciplines in CG starting with Maya 101, Modelling, rendering and rigging fundamentals. In addition, I also teach project management and workflows in a 3D environment.

### **A 3D generalist at "Psyops studios" 2016**

A VFX studio working on many TV and film projects.

I was brought on for several projects to model, rig, simulate cloth, and render various 3D elements.

### **Shot finalist at "Nitrogen studios" 2014 - 2016**

An animation studio that recently released its first feature film – "Sausage party". I did the animation, modeling, Hair/cloth simulations, and rendering

### **Freelance 3D artist**

**"Virtual Point" 2011-2013** - a studio specializing in medical and pharmaceutical simulations Layout, animation, modeling, rendering, and post-production

### **Animator, all-round 3D artist, and senior stereoscopic CG specialist – "3DTVision" 2010-2011**

Layout, animation, modeling, rendering, and post-production. The studio specialized in stereoscopic commercials.

### **All-round freelance 3D artist for "Pil animation" 2008-2009**

Worked on animated series for toddlers in layout, animation, modeling, rendering, and post-production

### **Layout and previz artist at "Animation lab" 2008**

Animation lab is an international animation studio currently working on its first animated feature.

### **All-round 3D artist at "Aregon" studios 2007-2008**

The studio specialized in commercials. I provided services in storyboarding, layout, design, modeling, animation, texture, rendering, rigging, and technical direction

### **Teacher at "Animaya" college 2011-2013**

Teaching the courses "Maya for beginners" and "Advanced Maya". The beginners' course taught the fundamentals of the Maya software in all its aspects. The advanced course expands technical software knowledge.

### **Teacher at the "Bezalel academy of arts and design" 2010-2012**

#### **Department of visual communications**

Teaching the course "Maya fundamentals for graphic designers". A course designed to supply graphic designers in the field of broadcast a basic knowledge of 3D

#### **Department of screen-based arts**

Teaching the course "Preproduction in CGI". A course that informed the students about the different production stages involved in producing a short animated movie. The foundations of layout, project hierarchies, naming conventions, rigging, and skinning, low-rez modeling, cameras, and camera rigs, quick posing and the tracks editor working with props, playblast, turning video/storyboards into previz, and using the setup machine

### **Education**

Graduate of the Bezalel academy of arts and design, Jerusalem Israel - animation department

Master's degree (MDM) from the center for digital media, Vancouver, BC