

ZIV ESTRIN

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Skilled, creative professional with advanced expertise in developing graphical content to suit various art styles and within platform limitations. Talent for transforming art directors' needs and artistic direction into cutting-edge content, whilst accounting for technological constraints and best practices. Passionate about creating a high-quality final result by monitoring and testing quality and making key improvements, where necessary. Engaging and collaborative, able to strengthen professional relationships across all organizational levels to deliver specific project needs. Demonstrated ability to leverage project specific tools to coordinate multiple conflicting priorities within a high-pressure, deadline-driven environment to achieve objectives. Skilled troubleshooter continually focused on identifying, isolating, and resolving technical problems. Remain at the forefront of evolving technologies and able to quickly learn new tools, processes, and systems.

TECHNOLOGICAL PROFICIENCIES

Software: Maya, Unreal Engine, Substance Designer and Painter, Zbrush, Vray, Redshift, Arnold, Substance Alchemist

Skills: 3D Modeling, Texturing, Lighting, Shading, UVing

EDUCATION

Diploma in Environment Art for Games, 2018

Think Tank Training Center, North Vancouver, British Columbia

- Completed thorough mentorship course in environment art in UE4.
- Gained hands-on experience in asset creation and texturing with Maya, Substance Designer, Substance Painter, and Zbrush.

Diploma in 3D Modeling & Animation, 2017

Israeli Animation College, Tel Aviv-Yafo, Tel Aviv District

- Learned expertise in disciplines relating to producing 3D art, specifically focusing on modeling, texturing, lighting, and render.
 - Applied knowledge of Maya, Zbrush, Substance Painter, Redshift, UVLayout, Vray, Photoshop, After Effects, and Premiere.
 - Finished in-depth projects that concentrate on asset creation and environments.
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PROFESSIONAL EXPERIENCE

Dekogon Studios

Internship, 2019 - 2019

Collaborated with integral team to pioneer an innovative ArchViz asset pack for real time engines. Leveraged advanced tools for time management and operational workflow to deliver objectives within deadlines in a driven professional environment.

Israeli Animation College (IAC), Tel Aviv-Yafo, Tel Aviv District

System Administrator and Teaching Assistant, July 2017 – December 2017

Strategically oversaw computers and infrastructure across all campuses, including the installation and upgrade of new software and hardware. Improved academic success by assisting college students with using relevant software for projects. Led a team of teaching assistants and tech staff members as Shift Manager. Automated large tasks, including computer updates, to increase efficiency and reduce manpower.

SHILA Medical Services, Tel Aviv-Yafo, Tel Aviv District

Help Desk Representative, January 2016 - July 2017

Integrated innovative software into +-20 branches to improve efficiency and streamline workflow. Mitigated risks and disruptions to operations by providing remote assistance to clinics with technical and workflow-related issues. Trained end-users at clinics on new software, ensuring a high level of understanding and minimal errors. Collaborated with IT teams to deliver helpful feedback and suggestions relating to the implementation of new technology.