

# ROY LIVNE ROY LIVNE

3D generalist

## Contact

### Address

Tel-Aviv, TA, 6652506

### Phone

0502980386

### E-mail

Roylivne@gmail.com

## Skills

UV mapping



Shading / Texturing



Rendering



Compositing



Maya



Zbrush



Arnold



Photoshop



Substance painter



Hebrew – mother tongue

- 3D artist/generalist: Modelling, Texturing, UV, Rigging(Biped, mechanical), Render, Compositing
- Proficient with Maya, Zbrush, Arnold, UE4, Substance painter, Real flow.
- Proven experience in an animation/creative studio
- Experience with UE4: Writing Blueprints, working with lighting, materials, sequencers and animation.
- Great team player. Ability to own tasks and be independent as well as communicate and solve problems and challenges.
- Proven experience as a programmer, proficient with C# & JavaScript

[Portfolio](#) | [Rigging show reel](#)

## Work History

2020-10 -

### 3D Generalist

Current

*Clutch Creative house, Kfar saba, IL*

- Part of the creative team & animation studio - in charge of entire 3d creation pipeline. Creating marketing, app preview, personal branding & content production videos for diverse clients.
- Modelling (Maya, Zbrush) – characters, organic, hard surface
- Rigging - mechanical and organic – biped and quadruped using standard rigging and plugins. Knowledge in scripting with python
- Basic animations, experience using deformers, blend shapes, good understanding of animation principles.
- Rendering with Arnold - camera animation as well as scene lighting, shading.
- Working together with graphic and motion designers, art directors, brainstorming creative ideas and workflows.
- Quickly learned new skills and applied them to daily tasks, improving efficiency and productivity.

2019-03 -

### Full stack Web Developer

2020-10

*Hashavim HPS, Tel aviv, IL*

- Developed Web cloud based CRM for the financial sector using Vue NodeJs, mongoDB/Sql server, Css3, HTML5, ES6

2018-12 -

### Unreal engine Developer

2020-01

*Oddysy, Tel Aviv, IL*

- Developed a location based multiplayer VR experience with UE4.
- Integrating external hardware such as Arduino, Leap motion sensors
- Adapt 3d assets into the engine and create new materials, particles and animations.
- Programming using blueprints, working with cinematics, sequences.
- Working with different types of VR headsets such as HTC Vive,

Oculus, Dell Visor.

- Implementing Source control with GIT and Perforce

2016-05 -  
2018-09

### **Full stack Web Developer**

*Matrix, Hertzeliya, IL*

Developed critical web based systems for the security & financial sectors

- ASP.NET MVC 8, Web Forms, entity framework, Sql server
- Using JQuery, AngularJs, JavaScript, HTML5, CSS3
- Building WCF, web services, MSMQ with SOA architecture

2011-01 -  
2015-01

### **Backend .NET Developer**

*K.B.I.S L.T.D, Tel aviv, IL*

- Developing ERP based financial monitoring system
- .NET framework 4.5, C#. entity framework, ADO.NET.
- Oracle DB: writing complex queries, procedures,function
- Creating reports using SSRS
- Working on client site, collaborating with different departments & interfaces,JIRA

2009-01 -  
2011-01

### **.NET Developer**

*Pilat Media global P.L.C, Ramat gan, IL*

- Developed a distributed system for the broadcasting industry
- .NET framework 3.5, Oracle DB, C# , winforms, generics and Typed datasets
- Working on a large scale DB writing complex logic, queries, procedures, functions
- Source safe, SVN

## **Education**

2007-01 -  
2009-01

### **Microsoft .NET Developer**

*John Bryce College - Tel-Aviv Israel*

2003-01 -  
2005-01

### **Practical Sound Engineer**

*Jordan Valley College - Jordan Valley*

1999-01 -  
2002-01

### **Bachelor of Arts: biological Sciences**

*The Technion (Israel Institute of Technology) - Haifa*

## **Certifications**

2021-02

**CGMA** - Lighting and shaind for film production

2021-04

**CGMA** - Intro to rigging