

**Aviv Arad**  
**3D CHARACTER & GAMEPLAY ANIMATOR**

9600 116<sup>th</sup> Ave NE  
Kirkland, WA 98033  
(425) 233-7050

- Humanoid / Non-Humanoid Character Animation
- Vehicles / Statics Animation
- Motion-Capture Direction & Integration
- Planning and Execution of Cinematic Content
- Pre-Visualization and Conceptualization
- Inter-Department Facilitation (modeling / rigging)
- Game-Play Strategy Consultant
- Motivated to assist team members
- Quality and efficiency in content creation
- Maya Proficiency

**PROFESSIONAL EXPERIENCE**

(10/2010-03/2011) GDIT & THE DEPARTMENT OF DEFENSE – Tacoma, WA

**Contract Animator / Principle Designer**

- Helped develop ways to bring game technology into psychological health and traumatic brain injury care.
- Collaborated to develop novel ways of connecting people with treatment.

(07/2010-09/2010) THE LO-FI APOCALYPSE - Online

**Freelance Animator**

- Multi-role animations for mobile gaming applications

(04/2009-06/2010) BUNGIE, LLC (Microsoft Game Studios) – Kirkland, WA

**Contract 3D Character Animator for *Halo: Reach* (X360)**

- Animated a variety of characters both humanoid and alien.
- Full 3<sup>rd</sup>-person and A.I. animation libraries, weapon-specific sets and vehicle support.
- Conceptualized and executed non-interactive vignettes.
- Assisted with team meetings and animation reviews.
- Adhered to strict guidelines and quality requirements as directed by the Lead Animator and respective character owners.

(10/2008-02/2009) MAKO GAMES – New York, NY

**3D Character Animator for *SLOOH* (online interactive)**

- Rigged pre-assigned 3D character model.
- Animated full-body dialogue-driven sequences interpreted from voice actor.
- Enhanced procedural-driven lip-syncing with body language and secondary motion.

(08/2008) ASIALIS GROUP – Phnom-Penh, Cambodia

**Project Planning and Animation Consultant**

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

(04/2006-05/2008) KAOS STUDIOS (THQ) - New York, NY

**3D Character Animator for *Frontlines: Fuel of War* (X360, PC)**

- Completed 3<sup>rd</sup>-person and A.I. character animation libraries.
- Animated in-game cinematic content.
- Pre-visualized storyboard-based cinematic sequences with dialogue and facial animation.
- Assisted with QA testing and tracking.

(06/2007) CARNEGIE MUSEUM OF NATURAL HISTORY - Pittsburgh, PA

**Freelance 3D Animator for *Dinosaurs Exhibit***

- Animated anatomically accurate dinosaur locomotion sequences.
- Followed strict guidelines as set by the paleontology department.

(04/2004-03/2006) SUPEREGO GAMES - New York, NY

**3D Character Animator for *RatRace* (PC)**

- Completed library of animations for multiple game characters.
- Stress on dialogue-driven body language and emotional responses.
- Assisted with character design, model topology and rigging.
- Planned and produced in-game cinematic cut-scenes.

(08/2002-02/2004) CORE-DESIGN LTD. (Eidos Interactive) - Derby, UK

**3D Character Animator**

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

## EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN – Savannah, GA.

**Bachelor of Fine Arts in Computer Animation** (Summer 2002)

Certified Alias® Maya Character Animation course (2001)

**Languages:** English, Hebrew, Italian, French.

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