

EYAL ASSAF

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JOB OBJECTIVE

To provide and develop creative visual strategies in a timely and efficient manner .

SUMMARY

Over a dozen years combined creative and management experience, including award winning projects, in a variety of traditional and digital media.

SKILLS

- Creative:** High-end 3D software: Maya, Softimage, Renderman, Silo, Zbrush
2D Design software: All Adobe Creative suite (Photoshop, Illustrator, Dreamweaver, Flash, After Effects, etc.), ArtRage, Sketchbook Pro (and many other standards for 2D/3D)
Traditional skills: Illustration, photography, storyboarding, sculpting, creative writing
- Technical:** HTML, CSS, MEL, Python, Javascript

WORK EXPERIENCE

FREELANCE DESIGNER AND ILLUSTRATOR, TORONTO

08/1995 – Present

- ♦ Conceptual 2D/3D illustrator for stock and commissioned work
- ♦ Flexible skillset that covers both traditional and digital media (print, web, broadcast)
- ♦ Represented by Getty Images - an leading stock illustration image

GEORGE BROWN COLLEGE, TORONTO

01/2008 - Present

PROFESSOR, ADVANCED MULTIMEDIA & VIDEO GAME DESIGN

www.georgebrown.ca

- ♦ Instruct students in skills needed for successful careers in the animation and game industries
- ♦ Use real-world personal experience to the classroom to illustrate industry workflows
- ♦ Develop class curriculum ranging from undergraduate to post-graduate levels

ELLIOTT ANIMATION STUDIOS, TORONTO

01/2008 – 08/2010

VFX SUPERVISOR

www.elliottanimation.com

- ♦ Supervise award-winning team of lighters, composers and VFX artists
- ♦ Created proprietary tools for lighters, modelers and texture artists to improve pipeline
- ♦ Created and maintained production schedules for asset delivery to client
- ♦ Built advanced light rigs systems for sets and characters
- ♦ Interfaced between Maya, Renderman and Qube! software
- ♦ Responsible for technical development of shows in current production
- ♦ Lit and composited shots
- ♦ Created advanced shader networks for Maya

HALIFAX FILM, HALIFAX

04/2007 – 11/2007

TECHNICAL DIRECTOR

www.halifaxfilm.com

- ♦ Ensure smooth workflow in 3D pipeline between all production departments
- ♦ Write proprietary MEL scripts to enhance functionality of Maya software
- ♦ Designed and created material shaders, establishing final look for show
- ♦ Built advanced light kit systems for sets and characters
- ♦ Developed creature rigs
- ♦ Responsible for technical development of shows in current production

INTERNATIONAL ACADEMY OF DESIGN/ TORONTO FILM SCHOOL, TORONTO

05/1998 – 04/2007

DESIGN AND 3D ANIMATION INSTRUCTOR

www.iaod.com

- ♦ Instruct students through the proper process of animation, rigging, rendering and design (successfully graduated hundreds of students in the last few years)
- ♦ Guide creative process from initial concept through script, storyboard, layout & execution
- ♦ Train students on the operation of high-end 3D animation software and image compositing software (Maya, Softimage 3D/XSI, Photoshop, Shake)
- ♦ Developed winning curriculum that pushes the creative envelope in the 3D animation field

ONLANE CANADA, TORONTO

10/2000 – 06/2001

CREATIVE DIRECTOR

www.onlane.com

- ♦ Link between the developer aspect and the business/marketing side of the company
- ♦ Created brand-sites for clients such as GM, Ford, and Jaguar
- ♦ In charge of promotional campaign (web and print ads)
- ♦ Design and create weekly promotional correspondence to clients
- ♦ Conceptualize streamflow of site operation using Visio
- ♦ Optimize User Interface to facilitate site navigation & maneuverability
- ♦ Re-designed existing website in order to implement added functionality

IMAGINEASIA., MANILA/ LOS ANGELES

06/1999 – 02/2000

ASSISTANT DIRECTOR / CGI SUPERVISOR

- ♦ Supervised and led creative team of 35 artists and animators
- ♦ Worked with Director to produce a 22-minute 3D animated TV pilot for *international broadcast*
- ♦ Creative input and direction for script, storyboards, character design, modeling, texturing lighting, animation, compositing and post-production including motion capture
- ♦ Initiated and implemented new production management procedures, including implementation of an improved database management organization system
- ♦ Liaised between creative and technical departments
- ♦ Oversaw purchase of equipment and software
- ♦ Responsible for interviewing and hiring new talent
- ♦ Represented ImagineAsia Inc. at Siggraph 1999 in L.A.

B.F.I. / SIMEX, TORONTO

02/1998 – 06/1998

ANIMATOR / TEXTURER

- ♦ Modeled and textured 3D dinosaurs for a motion ride simulator "The Dinosaur Simulator"

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CLIENT LIST (PARTIAL)

Autodesk, CBC, Honda, Winners, Blue Cross, RIM, YTV, Disney, Fox Networks, Jaguar, HH Gregg

EDUCATION

INTERNATIONAL ACADEMY OF DESIGN, TORONTO 3D Computer Animation <i>Winner of I.A.O.D. Computer Animation Scholarship</i>	1997-1998
ONTARIO COLLEGE OF ART & DESIGN, TORONTO Honours A.O.C.A.D., Interdisciplinary Studies Photography Studies major, Sculpture minor	1993-1997
OTTAWA SCHOOL OF ART, OTTAWA Photography and Life Drawing Studies	1993

OTHER EDUCATION

UNIVERSITY OF TORONTO CONTINUING STUDIES, TORONTO Children's Book Illustration	2010
UNIVERSITY OF TORONTO, TORONTO Mandarin, Level I	2009
ONTARIO COLLEGE OF ART, TORONTO Advanced Concept Illustration	2004
RYERSON POLYTECHNIC, TORONTO Writing Speculative Fiction	2000
UNIVERSITY OF TORONTO CONTINUING STUDIES, TORONTO Writing Short Fiction	1999

LANGUAGES

Fluency in English, French, Spanish

References provided upon request.