**Yanir TearoshCG Artist**E-mail: Yanir.tearosh@Gmail.comCell phone: +972-53-5366999Languages: English, Hebrew
website: [www.yanirart.com](http://www.yanirart.com)

**Software:** Maya / Mudbox / Zbrush / Vray /Arnold / Photoshop / Substance painter / Marvelous Designer

**Skills:**Modeling / Sculpting / Texturing / Shading / Rendering / Look development / Drawing

**Work Experience:**
\* **2015- present:** Snowball VFX – Head of modeling department | Type: Commercials/ TV Show/ Feature film
 currently working on projects for Disney, Mattel many more..
\* **2012-2014:** Snowball VFX - modeler (Freelance) | Type: Commercials/ TV Show/ Feature film
\* **2009 – Present**: "I.A.C" The Israeli Animation College - I lecture in the following courses:
 Maya (Rendering/ Shading/ Modeling) / Digital sculpting / anatomy / comparative anatomy.

\* **2012 - 2017:** working as a freelance artist for the flowing studios:
 Lantern, LLC (Gaming) **/** 7Elements studio (Gaming) **/** Smartoonz (TV show) **/** Shortcut Playground (Feature film)
 Mathematic Studio – France (commercial) **/** Studio Aiko (commercial) **/** Dream catcher Studios (feature film)

\* **2008 - 2012:** Animation Lab - lead modeler (character, environments, set dressing) | Type: Feature film\* **2009:** "Animation Lab" - Trainees program instructor (Introduction to Maya).
\* **2003-2006:** various freelance at graphic design and character design.\* **2001-2002:** "Mini Israel" miniature park: assistant - miniature creation team. **Education:**2007: "I.A.C": The Israeli Animation College 2000-2003: "Ironi Alef" modiin: High school for science and arts.2001-2002: "MatanArts": Art seminars.

\* Recommendations will be sent on request