



GILAD HARNIK

3D GENERALIST | FREELANCE

EDUCATION

SCREEN BASED ARTS

Bezalel Academy of Arts and Design
2020-2024

CONTACT

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ABOUT ME

I have a broad understanding of production pipelines across various software, and I enjoy collaborating with colleagues in a team-oriented environment. I'm self-taught and able to quickly adapt to new software and workflows.

WORK EXPERIENCE

2023-Present

GENERALIST, TECHNICAL ARTIST

Pick & Shalit Architects/ Jerusalem

Created **Photorealistic** images in Blender and **Photoshop**.

Managed and maintained the **pipeline**, folder structure and **assets libraries**.

Developed new tools and methods using **Python** and Blender **Geometry Nodes**.

2022

ENVIRONMENT DESIGN, EFFECTS

Hebrew University of Jerusalem/ Jerusalem

Integrated my work into a **pipeline** and assets **defined by previous artists**.

Imported assets from **Blender** to **Unity**.

Created **Effects**, lighting and **shaders** inside unity.

2022

ANIMATOR

Animooove/ Jerusalem

Animated expressive **character** clips, **4 seconds** each.

Full workflow: layout, animation, lighting, rendering.

Exported and formatted for **social media**.

SOFTWARE SKILL

Blender

Maya

Unity

Unreal Engine

Da Vinci Resolve

Adobe Premiere

Adobe AfterEffects

Adobe Photoshop

Adobe Illustrator

Adobe Substance Painter

Godot

Python