

RÉSUMÉ

Ilai Perez

Nationality – Israeli, Polish

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Portfolio: ilaiperez.com

I'm a passionate 3D artist with over 4 years of experience including 3D studies degree; with a wide understanding of organic and hard-surface modeling and texturing techniques for both real-time and pre-rendered applications. I'm focused on realism, anatomy, topology and attention to detail, constantly learning, creating, and evolving as a 3D artist.

SKILLS

3D modeling and Sculpting

Autodesk Maya and Zbrush

Texturing

Substance Painter, Photoshop and Zbrush

Shading and Rendering

V-ray and Arnold renderer

LANGUAGE SKILLS

English

Proficient

Hebrew

Native

ADDITIONAL SOFTWARE SKILLS

✓ Unity3D

✓ After effects

✓ MarvelousDesigner

✓ Premiere

✓ Lightwave 3D

✓ SpeedTree

EXPERIENCE

July 2018 – Present

Helios Games — Freelance 3D Modeler

Modeling and Texturing game assets to be rigged and animated for the game 'Pavor'

AWARDS

January 2019

X-Taon contest — 2nd Place

Won second place in student category of the Substance Painter texturing contest by Allegorithmic

EDUCATION

2017 - 2018

IAC - Israeli Animation Collage — 3D Art and Design Diploma

3D art studies with emphasis on modeling and texturing as well as art direction.

2009 – 2012

Harel High School — High School Diploma

Major: Computer Science

Final project: Basic 3D graphics engine in Java