

MICHAL FINEGOLD - RESUME

Experienced CG artist and software engineer, with a strong background in both the technical and artistic sides of computer animation and visual effects. Equally comfortable working as an artist, developer, or both.

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EDUCATION

Master of Science - New York University, USA
Digital Imaging and Design (Focus on 3D)
Received partial academic scholarship
Graduated with distinction in 2006, thesis received honors

Bachelor of Science - Tel Aviv University, Israel
Double major - Physics and Computer Science
Received partial academic scholarship from Physics Dept.
Graduated in 2002

PROFESSIONAL EXPERIENCE

Freelance CG Technical Director for Film, Television Shows and Commercials Jul. 2007 - Present
Production: Focus on lighting, compositing and look development, with extensive additional work as a generalist.
R&D: Pipeline development, creation and maintenance of tools for 3D and 2D artists, and technical support.

Employers include: Framestore; Method; MPC; The Mill; Look Effects; Suspect; Dive; Brand New School; Psyop; Digital Kitchen; Shilo; RhinoFX; Riot; Bl:nd (Blind); PandaPanther; Nathan Love; Artjail

Senior Lighting Technical Director, Weta Digital, Wellington, New Zealand Aug. 2014 - Nov. 2014
Lighting fore feature film "The Hobbit: The Battle of the Five Armies".

Adjunct Instructor, School of Visual Arts - Lighting and Rendering Course for BFA Sept. 2012 - Jan. 2013

Lighting Department Technical Director, Dr. D Studios, Sydney, Australia Aug. 2011 - Oct. 2011
Lighting and pipeline technical support, lighting and compositing on animated feature "Happy Feet 2".

Lighting Artist, Animal Logic, Sydney, Australia Jun. 2010 - Aug. 2010
Lighting and compositing on animated feature "Legend of the Guardians: The Owls of Ga'Hoole".

Programmer & Designer, Black Mana Studios, New York Mar. 2009 - Jun. 2010
Production: Designing for print and video, creating 3D and 2D assets for applications.
R&D: Programming and scripting 3D pipeline tools - MEL, Python, ActionScript and MXML.

Programmer, Kickstand, New York - Developing and maintaining 3D pipeline tools - MEL and Python. Feb. 2010 - Mar. 2010

Adjunct Instructor, Bloomfield College - 3D Modeling Course, Creative Arts and Technology Dept. Sept. 2009 - Dec. 2009

3D Artist & Technical Assistant, Charlex, New York Aug. 2006 - Jun. 2007
Production: Materials, lighting and compositing.
R&D: Scripting for development and maintenance of production tools - MEL and web based.

Software Engineer, VCON, Herzlia, Israel Nov. 2002 - Oct. 2004
Programming with C++, developing the VCON Conference Bridge - a server that enables video conferencing between multiple endpoints. Redesigned the code for a new version of the product.

NOTABLE PROJECTS

"The Hobbit: The Battle of the Five Armies" - Visual effects for feature film at Weta Digital. Shot lighting.

"Cosmos: A Spacetime Odyssey" - Visual effects at Dive. CG Lead. Lighting, look development and FX.

"Noah" - Visual effects for feature film at Look Effects. Look development and lighting.

"The Secret Life of Walter Mitty" - Visual effects for feature film at Framestore. Pipeline, look development and lighting.

"Happy Feet 2" - Animated feature film at Dr. D Studios. Technical support for lighting department - including optimizing and troubleshooting lighting scenes, debugging and maintaining the pipeline. Shot lighting and compositing as well.

"Captain America: The First Avenger" - Visual effects for feature film at Framestore. Lighting of CG head and neck for character of Red Skull, to match live action plates. CG was then composited into plates to replace parts of the live action character.

"Legend of the Guardians: The Owls of Ga'Hoole" - Animated feature film at Animal Logic. Shot lighting and compositing.

SKILLS

Software: 3D - Packages: Maya, Houdini, ZBrush; Renderers: Mental Ray, RenderMan, 3Delight, Mantra, V-Ray
2D - Nuke, Shake, Photoshop, After Effects, InDesign, Premiere, Final Cut Pro, Motion
Software Development - Microsoft Visual Studio, Apple Xcode, Adobe Flex

Programming/Scripting: C, C++, Python, MEL, Objective-C, ActionScript & MXML

Web Development: HTML, JavaScript, CGI & Perl

Traditional Art: Solid background in traditional art, including sketching, painting and sculpture.