

MICHAL FINEGOLD - RESUME

Experienced project lead, software engineer and CG artist. Strong background in both the technical and artistic sides of app development, computer animation, and visual effects. Equally comfortable working as a project manager, artist, developer, or all of the above.

Phone Number: 917.747.7518

E-mail: michal@shmonster.com

Software: www.shmonster.com

Reel: www.michalfinegold.com

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

Founder, Software Designer & Developer, Shmonster, Connecticut

Jan. 2016 - Present

- Founded own company, Shmonster, to develop creative software. Designed and developed several original mobile apps that foster open ended play for kids and creativity in education.
- Flagship app, PuppetMaster, has over 750,000 downloads, is widely used in schools, and has garnered educational accolades such as the American Association of School Librarians' list of Best Apps for Teaching and Learning.
- Went on to develop creative educational apps for clients: proposing concepts, creating detailed specs and concept art, developing timelines and budgets, then leading project implementation through to completion.
- Client projects include creative educational apps using mobile and VR.

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: Weta Digital; Framestore; Animal Logic; Method Studios; MPC; The Mill; Look Effects; Suspect; Dr. D Studios; Brand New School; Psyop; Digital Kitchen; RhinoFX; Riot; PandaPanther

Adjunct Instructor, School of Visual Arts - Lighting and Rendering Course for BFA

Sept. 2012 - Jan. 2013

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, 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 Development: C++, Python, MEL, Objective-C, Unity, Microsoft Visual Studio, Apple Xcode,

Computer Graphics: Maya, Houdini, ZBrush, Mental Ray, RenderMan, 3Delight, Mantra, V-Ray, Arnold, Nuke, Shake, Photoshop, After Effects, InDesign, Premiere, Final Cut Pro, Motion

Project Management: Experience working with clients and leading teams both in person and remotely, using tools such as Trello and Git.

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