MICHAL FINEGOLD - RESUME

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

Phone Number: 917.747.7518   **E-mail:** michal@shmonster.com   **VFX Reel & Software Projects:** www.michalfinegold.com

PROFESSIONAL EXPERIENCE

Computer Graphics Supervisor, CoSA VFX   May 2022 - Aug. 2023, Dec. 2023 - Present
Supervising teams of 3D visual effects artists on multiple shows including prime time network and cable television, and streaming content.

Freelance Computer Graphics Technical Director for Film, Television Shows and Commercials   Jul. 2007 - April 2022
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**

Founder & Product Manager, Shmonster   Jan. 2016 - Present
• Founded the company, Shmonster, to develop creative software. Designed and developed several original mobile apps that foster open ended play for kids and creativity in education.
• Grew the company's flagship app, PuppetMaster, to nearly 1 million downloads and widespread use in schools, garnering accolades such as the American Association of School Librarians' list of Best Apps for Teaching and Learning.
• Developed multiple apps and games for clients - proposing concepts, creating detailed specs and concept art, designing UX/UI, developing timelines and budgets, then leading project implementation through to completion.
• Projects include creative educational apps using mobile and VR.

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   Aug. 2006 - Jun. 2007
Production: Materials, lighting and compositing. R&D: Development and maintenance of production pipeline tools.

Software Engineer, VCON   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 VFX PROJECTS

"Station 19" - Prime time ABC drama series at Cosa VFX. CG Supervisor on Seasons 6-7.

"Westworld" - Prime time HBO prestige drama at Cosa VFX. Assisted with CG supervision on Season 4.

"The Hobbit: The Battle of the Five Armies" - Feature film at Weta Digital. Shot lighting.

"Noah" - Feature film at Look Effects. Look development and lighting.

"The Secret Life of Walter Mitty" - 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" - Feature film at Framestore. Shot lighting.

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

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

SKILLS

Software Development: C++, Python, MEL, Objective-C, Unity, Microsoft Visual Studio, Apple Xcode
Computer Graphics: Maya, Houdini, ZBrush, V-Ray, Arnold, RenderMan, 3Delight, Mantra, Mental Ray, Nuke, Shake, Photoshop, After Effects, InDesign, Premiere, Final Cut Pro, Motion, Figma, Generative AI & Stable Diffusion
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.