

# Avi Yeyni – Character Animator

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## Work experience:

**Infinity Ward (Games)** – Woodland Hills, CA (August 2018 – Present)

- Senior Animator

**thatgamecompany (Games)** – Santa Monica, CA (May 2017 – August 2018)

- Lead Animator – Sky: Light Awaits
  - In charge of both gameplay and cinematic animations
  - In charge of hiring, schedules, deadlines and pipeline

**Santa Monica Studio (SCEA) (Games)** – Playa Vista, CA (May 2015 – May 2017)

- Senior Narrative Animator – God Of War
  - Produce cinematic animations from previs stage to polish.
  - In charge of non cinematic narrative animations throughout the game.
  - In charge of setting up and operating shoots at the mocap stage (Vicon system)

**Giant Sparrow (SCEA)(Games)** – Playa Vista, CA (September 2014 – May 2015)

- Animator and Camera Artist – What Remains of Edith Finch
  - Establish animation language to accommodate game style and budget.
  - Produce cinematic and in game animations.
  - Create concept previs animation to test future gameplay.

**Freelance Animator (Commercials, Music videos)** (December 2012 – May 2015)

- Animator - XYZ Studios, ING Direct, 7 Eleven, Denso, SeaWorld, Oreo, Panda bear
  - Produce high quality key animation for a variety of TV spots.
  - Accommodate directors, production and creative needs.

**SuperVillain Studios (Games)** – Irvine, CA (September 2013 - September 2014)

- Character Artist and Animator – Record Run, OrderUp 2, Endless Skater
  - Produce cinematic and in game animations.
  - Previs, layout and animate game cinematic animations.
  - Model, texture and rig all character assets.

**Hydrogen Whiskey (Games)** – Santa Monica, CA (April 2013 - June 2013)

- Animator – The Wolf Among Us (TellTale Games)
  - Polish in game animations.

**Playtech Games division (Games)** – Tel-Aviv, Israel (August 2011 – April 2013)

- In-game and Cinematic Animator

**Snowball VFX (TV)** – Tel-Aviv, Israel (September 2009 – June 2011)

- Animator – TV shows and commercials
  - Produce key animation for a variety of TV spots and shows.

**Animation Lab (Film)** – Jerusalem, Israel (June 2008 - December 2008)

- Simulation and VFX Artist – The Wild Bunch

**Education:**

**iAnimate**

- Feature Animation Workshop 4 – Close Up Facial Acting

**Frame by Frame**

- Advanced Body Mechanics

**Bezalel Academy Of Arts And Design, Jerusalem**

- Bachelor of Fine Arts – Animation

**Software:**

- Maya, 3ds Max, MotionBuilder.
- Adobe Creative Cloud – Photoshop, Premiere, After Effects.
- Unreal Engine 4

**Awards:**

**2008 Tel-Aviv Animation Festival**

- Commendation for outstanding student film "Wild Nature"