

DOR BEN-DAYAN

3D ARTIST ILLUSTRATOR ANIMATOR



ABOUT ME

I'VE STARTED DRAWING AT A YOUNG AGE AND HAVE DEVELOPED A PASION TOWARDS ANYTHING VISUAL SINCE.

AT HOME I WILL BE USUALLY CAUGHT PLAYING A GAME (ON PC), PLAYING THE PIANO, PREPARING FOR A SESSION OF D&D, MESSING WITH MY 3D PRINTER, SHARPENING AN EXISTING SKILL OR AQUIRING A NEW ONE, OR MOST COMMONLY - DRAWING.

LANGUAGES

HEBREW	NATIVE SPEAKER
ENGLISH	FLUENT
JAPANESE	ADVANCED

TOOLS

PHOTOSHOP
AFTER EFFECTS
BLENDER
MAYA
TVPAIN
MARI
V-RAY
3DS MAX
MUDBOX
UNITY
SUBSTANCE PAINTER
SUBSTANCE DESIGNER

4 MOSHE HOVAV, JERUSALEM

WWW.BENDADOR.WIX.COM/CYMPS

PHONE: +972-506-993360

E-MAIL: BENDADOR@GMAIL.COM

WWW.FACEBOOK.COM/CYMPS



WORK EXPERIENCE

2018-2020 3D ARTIST AND CONCEPT ARTIST AT EYEWAY-VISION

- RESPONSIBLE FOR DESIGNING AND DEVELOPING VISUALS FOR AUGMENTED REALITY APPLICATIONS AND GAMES, TO BE PRODUCED IN 3D AND IMPLEMENTED IN UNITY.

2016-2018 SHADING AND TEXTURE ARTIST AT SNOWBALL VFX

2015 -2016 GAME DESIGNER AT WHOOPLAY

- 2D/3D ASSET CREATION
- 2D ANIMATION
- 2D PIPELINE PREPARATION, VISUAL EFFECTS, GUI DESIGN

2012 - 2018 FREELANCE CG ARTIST AND ILLUSTRATOR

AMONGST MY PROJECTS:

- "MA'AGALIM" MUSIC VIDEO BY JANE BORDEAUX - TEXTURE ARTIST
- PRODUCER OF SHORT ANIMATED FILM "GROWN TOGETHER" (IN THE MAKING)



MILITARY SERVICE

2005 - 2008 COORDINATOR OF GOVERNMENT ACTIVITIES IN THE TERRITORIES



EDUCATION

2017 CONCEPT DESIGN IN "CONCEPT DESIGN ACADEMY" IN LOS-ANGELES

2010 - 2013 ANIMATION STUDENT IN TEL-HAI COLLEGE

2009 PREPARATORY FINE ARTS STUDIES AT "6B STUDIO"

2002 - 2005 STUDY AT HADARIM HIGH SCHOOL.

MAJORING MATH, ENGLISH AND COMPUTER SCIENCE



SKILLS

- COMMUNICATIVE, ADVANCED VERBAL SKILLS
- ORGANIZED, EXPERIENCED IN WORKING WITH A TEAM AND INTEGRATING INTO A PRODUCTION PIPELINE
- RESPONSIBLE AND INITIATIVE
- SELF-TEACHING CAPABILITY