

# Amir Ronen

## 3D Rigging and Animation Artist

**3DAmirRonen@gmail.com**  
**AmirRonen.com**  
**(604) 729 6919**

1065 Burnaby St. apt. 313  
Vancouver, BC V6E 1N9

### Technical Proficiency

Maya (proficient)  
Python (competent)  
MEL (competent)  
3Ds Max (basic)  
Premiere (proficient)  
Photoshop (competent)  
Illustrator (competent)  
Nuke (basic)  
ZBrush (basic)  
Soundbooth (basic)

### Languages

Hebrew (Native)  
English (proficient)

### Professional Summary

My goal is to grow and gain experience in Rigging and Animation. I am passionate about working in the Film, Television and Game Industry.

### Education

**Vancouver Film School - Diploma with Honours**  
3D Animation & Visual Effects, October 2012

### Experience

#### **EA Games - April 2013 to April 2014, July 2014 to present**

**Rigger** - Burnaby, Canada.

- worked on *FIFA14*, *UFC*, *NBA*, *World Cup* and *FIFA15*
- Tasks Included: weighting and creating procedural weighting tools, rig and workflow development.

#### **Elemental Labs April 2014 to July 2014**

- worked on REBORN as animator and animation director assistant
- tasks included creating animation and animation feedback

#### **Creating a series of rigging tutorials - July 2013 to present**

Made for 3D artist magazine, Showcasing Lukruk (alien warrior rig).

#### **Scanline VFX - Nov 2012 to March 2013**

**Jr Animator/Rotomator/Rigger** - Vancouver, Canada.

- Worked on the following Projects: *Iron Man 3*, *300: Rise Of An Empire*
- Tasks Included: rigging, animation, camera animation and rotomation - for full CG replacement and for effects.

#### **Rosen & Meents - May 2009 to October 2011**

**Lead Bicycle Mechanic and seller** - Karmiel/Naharia, Israel.

- worked on many high end bicycles for delicate tuning and fixed various Mechanic, Hydraulic and pneumatic systems.

#### **Israeli Defence Forces - November 2005 to November 2008**

**Tank Commander** - Israel.

### References

Available upon request.