

Omry Fisher

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CAREER OBJECTIVE:

To part-take in the collaborative effort of bringing ideas and stories to life, in the most professional and breath-taking way.

EDUCATION:

- Bezalel Academy of Arts & Design, Jerusalem.
2011 – 2015
BFA in the Screen Based Arts, Animation.
- Anat Brazilay Acting Studio
2010 – 2011
Certificate Study Program, Acting.
- POB JFK High School, Plainview, NY.
2001-2004
High School diploma.

WORK EXPERIENCE:

- 1 year at “Gravity” company. Work included character animation, pack shot animation, modeling, and occasionally, idea development and execution for non-commercial projects.
- Freelance work that includes : Animation (both 3D and 2D), modeling, rigging, lighting & shading, rendering, concept art, graphic design, sound design.
- Currently working at “Chick Studios” (Zivlin), as a general 3D artist.

WORK ENVIRONMENT:

Autodesk Maya, Pixelogic Zbrush, Adobe PS + AE + PR, TVPaint, ToonBoom, Steinberg Cubase.