

# Paul Wolf

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## Profile

I am a Technical Artist and Animator with 13 years of experience in the Israeli Television Commercials and Animation market. As a Lead Unity technical artist, i have excellent client skills and extensive experience in 3D, Unity, Augmented Reality, Color Grading and Visual Effects.

## Experience

**Lead Animator | Technical Artist, , InceptionXR, Tel Aviv, Israel: 2018 - Present.**  
Unity technical artist, helping remote studios technically and creatively, (best practices, workflow and storyboard reviews) for creating AR/3D books for the “Bookful” app.

**Lead Online Editor | Colorist , InceptionXR, Tel Aviv, Israel: 2016 - 2018.**  
VFX and coloring of 360 stereoscopic video content, from the stitching phase to final delivery.

**Lead Flame Artist, Broadcast Media, Tel Aviv, Israel: 2012 - 2016**  
As lead Flame artist and Colorist, I have been lucky to lead various high-end TV commercials in Israel and abroad.

**Flame Artist, Gravity Creative Space, Tel Aviv, Israel: 2010 - 2012**  
Began as night Flame Artist, moved to working on individual shots and later on client supervised Flame sessions.

**Compositor (Nuke) , Crew972; Tel Aviv, Israel: 2010 - 2010**  
Continued to work with Crew972 on “The Looney Tunes Show”, as a Nuke compositor.

**Head of Layout (Maya), Crew972; Tel Aviv, Israel: 2008 - 2010**  
Continued to work with Crew972 on “The Looney Tunes Show” for Cartoon Network and Warner Brothers, a 26 chapter series rendered in Maya, and composited on Nuke. As Head of Layout, me and my team worked to accomplish the director’s vision from the storyboard to cameras layout and all non character animations.

**Character Animator (3DS Max), Crew972; Tel Aviv, Israel: 2007 - 2008**  
After graduation, I was lucky to join the talented team of Character Animators at Crew972, and work on various projects, including “The Looney Tunes Show” - Pilot, as Layout Artist and Charter Animator and “Vipo: Adventures of the Flying Dog”.

## Education

**Bezalel Academy of Arts and Design, Jerusalem, Israel – Animation, 2002-2006**

## Skills

**Expert Unity Technical Artist.**  
**Expert knowledge of Maya, 3DsMax and Cinema4D (as a Character Animator | Layout Artist’s).**  
**Expert MistikaVR skills.**  
**Expert Flame Skills, ( great knowledge of color, compositing, from green screen to 3D Projections and Compositions).**  
**Expert Colourist (DaVinci Resolve, Flame).**  
**Advanced After Effects compositing skills.**  
**Excellent communicator, and client friendly.**

## Languages

**Hebrew, English and Romanian.**

## Nationality

**Israeli, Romanian.**

## References

**Available upon request.**