

Yaniv Gorali

Israel

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Title: Software Developer, 3D Technical Director & Generalist

Seeking either part time or full-time employment opportunities as R&D software developer/supervisor, TD and/or Generalist artist. Focus on creating various tools, solving both technical and artistic problems, managing & designing pipelines. Lighting and advanced shading. Experienced with art direction and supervision of teams in order to meet deadlines.

*At present looking for remote work.

Qualifications:

- I have been using SideFX Houdini as my main 3D software since 2010.
- 3D Animation, Rigging, Modelling, Shading, Texturing and Lighting, Scripting (VEX/VOP/MEL/Python) and programming (C/C++, Python), Particles/ Simulations, Rotoscoping/Tracking.
- Prior to Houdini I worked mainly with Autodesk Maya
- Proficient with Pixologic Zbrush, Adobe After Effects, Photoshop, Substance Painter and Designer.
- 3D-Equalizer, The Pixel Farm Track and Syntheyes.

Work Experience:

- **2024-2025 Surgical Science Sweden AB.** Tool Development and Automation using Houdini / Houdini Engine in Unity, Pipeline, Workflows and Education for the company's art departments around the world. I also worked closely with their software developers on their in house real-time 3D engine.
- **2023-2024 Promotheus Post Production.**
- **2022-2023 Freelance Technical Director/3D Generalist.**
- **2020-2022 Oneview Space Ltd.** Houdini/Unity Technical Director.
- **2013-2020 Promotheus Post Production.**
- **2012-2013 Freelance Technical Director/3D Generalist.**
- **2011-2012 Double Negative - Visual Effects London VFX-TD.**
- **2010-2011 Freelance Technical Director/3D Generalist.**
- **2003-2010 Broadcast Video.** Technical Director/3D Department Supervisor.
- Head of 3D department for one of the leading post production houses in Israel.
- Planning and execution of all major projects for the entire department, technically and hands on.
- Skills also include high level math, programming, technical understanding of both software and physics which allow for a wide range of problem solving, creative solutions and tools development under intense demanding deadlines. Work well in a team with a supportive mindset for both efficiency and high-quality results.

Education:

- Alias|Wavefront Power Animator at Orian media school
- Software engineering including Project Yahalom at Sela University. Graduated with highest Honors in school's history.
- Math/Physics degree at Tel Aviv Univ (incomplete due to employment opportunity)
- Coursera Stanford Machine Learning online courses

Misc:

- Canadian and Israeli citizen, with valid passports.
- Fluent in English and Hebrew.

Demo reel: Available online at www.yanivgorali.com