

Yaniv Dekel : 3D Artist

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- LOCATION: BEER-SHEVA, ISRAEL
- LANGUAGES: ENGLISH, HEBREW, RUSSIAN

About:

I am a 3D artist with several years of professional experience specializing in hard surface modeling and game art. Driven by a strong passion for interactive entertainment, I am constantly looking to create new and exciting things and be a part of interesting projects. Quickly able to adapt to new workflows and techniques, I like exploring possibilities and tailoring myself to each client's individual needs and requirements.

Professional Experience:

| Project | Responsibility | Client | Year |
|-----------------------|---|--------------------------------|-------------|
| TBA | Medium poly modeling and texturing. | Liquid Development, LLC | 2015 |
| TBA | High poly to low poly workflow and PBR texturing. | Liquid Development, LLC | 2014 - 2015 |
| Bombshell | High poly to low poly workflow and texturing. | Interceptor Entertainment, ApS | 2014 - 2015 |
| WWII's Greatest Raids | High poly to low poly workflow and texturing. | Antimatter Games, LTD | 2013 - 2014 |
| Empire Z | Medium poly modeling and texturing. | Liquid Development, LLC | 2013 |
| Rise of the Triad | High poly to low poly workflow and texturing. | Interceptor Entertainment, ApS | 2012 - 2013 |
| Rising Storm | High poly to low poly workflow. | Antimatter Games, LTD | 2010 |

Education:

B.Sc. Computer Science 2010 - 2013
Ben-Gurion University, Israel

Services:

- Hard surface high poly modeling
- Low poly modeling, LOD creation
- UV unwrapping, baking
- Texturing, PBR workflow

Software:

- Autodesk 3D Studio Max
- Pixologic ZBrush
- Adobe Photoshop
- Quixel Suite
- Unreal Editor
- Unity Engine