Doron Goldstein
3D Animator & Layout Artist

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Employment History

Ctrl Alt Games Animator.................................July-Present 2023

Creating animations and supervising layout on a series of music videos utilizing Unreal Engine. Establishing new workflows and ensuring timely delivery of product to our client.

Jepson Center for the Arts Animator........March-June 2023

Animated educational shorts aimed at younger audiences. Lead critique sessions to ensure timely delivery to our client, collaborating with a team of animators and technical artists.

Rooster Teeth Productions Layout Artist

RWBY Vol. 9...Sep. 2022-Dec. 2022

Intermediate layout artist for a direct-to-streaming TV series.

Justice League X RWBY Pt.1&2.................Aug. 2021-Sep. 2022

Junior layout artist for two direct-to-streaming feature films.

Analyzed storyboards to create 3D cinematics, maintaining narrative continuity while ensuring timely turnaround on critique. Established new workflows to accommodate pipeline changes. Responsibilities included previz scouting tasks, rough layout, final layout, processing mo-cap data and look-dev templates.

SCAD Resident Assistant...............................Aug. 2018-May 2021

Managed small communities of residents, facilitating community events and mediating conflicts.

Israeli Air Force Sergeant 1st Class.........Mar. 2012-Mar. 2015

Led teams in field operations as assistant head of operations on anti-aircraft missile base.

Collaborative Works

Peach! Student senior film............................Jun. 2020-May 2021

3D creature animation lead, technical director, and story artist. Lead animation critique sessions, collaborated on rigging, and crafted storyboards.
Awards: SCAD Senior Showcase- Gold
        Paris International Film Awards- Finalist

Bearly SCAD Animation Studios.................Nov. 2019-May 2020

Collaborated with environment team to set up layout sequences and provided quick turnaround on animation critiques.

Education

Savannah College of Art & Design
Graduated May 2021

BFA Animation with 3D animation concentration, Magna Cum Laude

Honors: Academic honors scholarship
        Achievement honors scholarship

Relevant courses include expressive character performance, advanced body mechanics, dialogue and lip-sync, animation for games and nuanced character animation.

Software

- Maya
- Shotgrid
- After Effects
- Unreal Engine 5
- Premier
- Perforce

Skills

- 3D character animation
- 3D creature animation
- Layout & previz
- Final layout
- Working with mo-cap
- Teamwork & team leadership
- Conflict resolution

Volunteer Work

SCAD Career Fair.................2018-2019

Managed interviewees, prepping them for the fair, and collaborated with recruiters to ensure smooth operations.

Green Horizons...Apr 2015-Feb. 2016

Supervised youth campers on hikes.