

ANAT VAYNER

3D Animator and Game Developer

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SUMMARY

Creative and ambitious 3D/2D animator with strong experience in animation and foundational experience in game development. Skilled in body mechanics and acting animation, with hands-on experience in short animated films. Passionate about bridging the gap between art and technology by building efficient, artist-friendly workflows. Proficient in Maya, Toonboom and Adobe Creative Suite (Photoshop, Premiere, After Affects). Familiar with C# scripting within Unity.

WORK EXPERIENCE

Director and 3D Animator 2024-2025

- Co-directed the film, collaborating on storytelling and creative decisions.
- Animated multiple challenging shots, ranging from close up acting to full body mechanics shots, demonstrating strong fundamentals.
- Created multiple versions of storyboards and animatics to establish pacing, timing, and visual flow.
- Managed the production pipeline, schedules, and team coordination

Animation Tutor 2024-2025

- Provided one-on-one guidance to junior students, covering animation fundamentals, introduction to 2D/3D softwares such as Maya and Toonboom Harmony.
- Provided guidance in handling critiques, improving time management, and building confidence.

Computer Lab Assistant - Bezalel Academy of Arts and Design 2022-2025

- Assisted students with software and technical issues in the computer lab.
 - Provided guidance to lower-year students with their assignments and digital tools.
 - Ensured smooth daily operation of lab equipment and resources.
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EDUCATION

Game Development Unity Course 2025

- Learned C# scripting fundamentals and applied them in Unity projects.
- Gained hands-on experience with Unity workflows, scene setup, and asset integration.

B.F.A - Bezalel Academy of Arts and Design, Screen-based Arts Department 2021-2025

- Successfully completed a four-year program in the Department of Screen-based Arts.
 - Collaborated with prominent figures in the voice acting industry, including Eli Gornstein, Gilan Shahaf, and Miki Kam for my third year and fourth year films.
 - Directed and animated two 3D short films during my studies.
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ADDITIONAL INFORMATION

- **Technical Skills:** Maya, Adobe Suite (Photoshop, Premiere, After Effects), Unity.
- **Languages:** Hebrew (native), English (fluent), Russian (conversational).