

# Daniel Shlaifer

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Radak St. 3, Suit 8  
Ramat Gan  
52403 Israel

Tel: + 972 - 544 - 710 - 687  
Email: [daniel3d@013.net.il](mailto:daniel3d@013.net.il)  
Website: [www.shlaifer.com](http://www.shlaifer.com)

## **PROFESSIONAL EXPERIENCE**

- 2008 JCS post production
- 2007 Pil Animation Studio ([www.pilanimation.com](http://www.pilanimation.com)), Tel-Aviv, Israel  
Project:  
"Draco", Israel – character animation for children's TV series.
- 2005 -2007 CREW972 Character Animation Studio ([www.crew972.com](http://www.crew972.com)), Ramat Gan, Israel  
Projects:  
"Candy Lab", UK – low polygon modeling for game  
"Super Villain" Animated Logo, US – lighting and rendering  
"Vipo", Germany – character animation for a children's TV series  
"Mountain Dew", Japan – character animation for broadcast  
"Sir Billi", Scotland – character animation for animated feature film
- 2005 Snap Design & Animation Studio, Tel-Aviv, Israel  
Projects:  
"Pelephone" instructional film, Israel – animation, modeling, texture, rendering  
"Shahal" instructional film, Israel – animation, modeling, texture, rendering
- 2002 -2005 Tzohar Production Studio, Jerusalem, Israel  
Project:  
"Eye of Rome" – modeling, rendering for historical animation film

## **SPECIALIZATION**

Character animation, modeling.

## **SOFTWARE**

- Maya
- 3Dmax (animation)
- XSI (animation)
- Photoshop
- After Effects
- Premiere

## **EDUCATION**

- 1999 – 2002 Animation studies in Bezalel Academy of Art and Design, Jerusalem.  
Studies included:
- 2D, Stop-Motion and 3D animation
  - Storyboard
  - Character design
  - Acting
  - Script writing
  - Cinematography
  - Drawing, illustration and oil painting

## **LANGUAGES**

Good working command of English, native speaker of Russian and Hebrew.