

ROY MARGALIT

CHARACTER ANIMATOR

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IMDB: <http://www.imdb.com/name/nm5081018/>

Nationality: German / Israeli

Work Experience

Axis Animation , Glasgow, Scotland

Team Lead and Senior Animator,

Latest project - Syfy " Happy!"

Weta Digital, New Zealand

2015-2016

Character Animator on "Alvin and the Chipmunks 4"

Important Looking Pirate, Stockholm, Sweden

Freelance Animator on "Constantine" NBC TV Series

FrameStore , London, UK

December 2013 – June 2014

Character animator on "The Guardians Of The Galaxy"

DreamWorks Animation Studio , Bangalore, India

April 2011 – November 2012

Character animator on "Madagascar 3" - Feature Film

Character animator on "How To Train Your Dragon – TV Special"

Kompost Films GMBH, Swiss

January 2011 – February 2011

Freelance animator

Dygra Films, Spain

February 2010 – September 2010

Character Animator on Spanish Feature Film "Holy Night"

Smartoonz, Tel Aviv, Israel

February 2009 – August 2010

Character Animator for Disney "Moneky See Monkey Do" TV show

MobileSolid, Tel Aviv, Israel

December 2007 – February 2009

Senior character animator on "Ume", a high-end interactive mobile game.

Dujass Film s.p.a, Rome, Italy

June 2007 – October 2007

Character animator on the pilot episode of Italian television show, "Leo The Lion".

Cartoon One, Rome, Italy

March 2007 – June 2007

Character animator on pilot episode of "Felix the cat in 3D".

Digital Magic Group, Bangkok, Thailand

July 2006 – January 2007

Senior animator at this cutting edge studio. animated various commercials and created pre-viz shots for feature films.

"PLAZMA" Design Group, Tel Aviv, Israel

2004 – 2005

Lead designer for this fashion/design company. I Designed CD covers, T-Shirt prints, magazine ads and party flyers to some of the biggest electronic DJ artists in Israel.

Gravity Post-Production, Tel Aviv, Israel

2003

Junior animator and a 3D generalist on various TV commercials at one of the top post-production houses in Israel.

Education

Vancouver Film School, Vancouver, BC

2005-2006

I am a graduate of the Classical Animation program at the Vancouver Film School, where I studied traditional animation. Under the supervision of one of the top teachers in the animation field, I studied the fundamentals of character animation. During the program I completed a short original animated film which has been screened at numerous international festivals and won first place at the "Animation Magazine Short Film Festival". I enrolled in the traditional animation program despite my 3D background because I feel a good animator should be able to fuse both world.

2006-Present Life Drawing Sessions

2005 Ed Hooks "Acting For Animators" class

1994-1998 Vitso Zarfat - High school for Art And Design

1986-1994 Igal Alon - Primary school

Software Knowledge

Autodesk Maya, EMO, 3D Studio Max, Adobe Photoshop, Adobe Premiere, Macromedia Flash, Adobe After Effects, USanimation Opus, Digicel FlipBook

Festivals and Awards

Won First Place 2006, "WAC" [Animation Magazine Short Film festival](#)

Official selection 2006, Red Stick International Animation Festival

Official Selection 2007, Factory Nights 04. 'Scorch' Vancouver Film and Art Festival

Nominated for best film, "Asifa" Israel Animation Festival 2006

Recommendations

WETA DIGITAL

Roy worked as a Animator at Weta Digital on Alvin and the Chipmunks 4. During his time on the show he created some of the best animation performances in the film. He brought a level of a detail, comedic timing, and authenticity to the acting choices that made the characters feel both real as well as true to their personalities. Roy is extremely passionate about his craft. He is enjoyable to work with and I would highly recommend him for any animation team. He did a great job and we look forward to .working with him again

Aaron Gilman

Animation Supervisor at Weta Digital

DreamWorks Animation

It's been a pleasure to work with Roy. He's not only the coolest guy but he works hard, he's really "professional, handles the pressure pretty well and as strong animation skills. Highly recommended"

June 12, 2012

1st [David Hubert](#), *Lead Character Animator, Dreamworks Animation*
managed Roy at DreamWorks Animation

Axis Animation

I got to work with Roy on Happy Season 1.

I do not have anything negative to say about Roy. His animation was excellent and his shots served as some of the bench marks of what we wanted to achieve in the show. He gave a lot of input in the animation reviews and also spent time mentoring some of the younger animators.

Personally I found it very easy to work with him and I saw he got along really well with the rest of the team.

With his talent as an animator and mentor combined with loads of experience and professionalism I believe he will be a great asset to any team or production.

[Friedl Jooste](#) Animation Supervisor at Axis Animation

Kompost

I worked closely with Roy during several weeks and was constantly impressed by his work. Everything "from blocking out animations on paper to creating it in a 3d environment. He was able to provide instant feedback and was able to speak for himself when it came to rig design which is essential in a animation .environment"

I wish Roy the best and looking forward to the next time we will meet and work together again. Any "studio should be lucky to have him"

March 11, 2011

1st [Jimmy Johansson](#), *Rigging TD, Kompost*
worked directly with Roy at Kompost

Dygra Films

I highly recommend to Roy Margalit, because the experience I had working with him, showed me that "he is a good professional who is fully involved in the work he does and strives to achieve the best .results. He loves animation and it shows in everything he does"

"It is also a friendly person, kind and easy treatment"

September 15, 2010

1st [Julio Díez](#), *Animation Director, Dygra Films*
worked directly with Roy at Dygra Films

MobileSolid

Well, what is the measure of a true character animator ? I'll spill what I learned in decades on my own "skin, not from some "survival ebay book". A true character animator is without a doubt an inborn talent, that fed by the passion and forged by deadlines. It is a selective vision. Ability to recognize the upcoming graphic style fashion by its first impulses. Endless patience. Achieving the goal with efficiency. Being an actor. Being a performer. A gift of inserting an impressive sparks in each shot. Built in learning discipline. And finally, combining and applying all this on daily basis. The true character

animator is the one who capable to do it not only once, but time, after time, after time, after time. Roy has it all merged together with an easy going and bright character of his. I am honestly proud to
”.recommend him, for I deeply respect his qualities

July 20, 2010

1st [Maxim Khantaev](#), *Chief Creative Officer, MobileSolid*
managed Roy at MobileSolid

Roy is an incredibly talented animator with a thorough grasp of both motion and emotion, computer“ graphics, gaming and technology. He is passionate about his work, highly motivated, and constructive in every aspect of the projects he is assigned to. Roy created more than 20 minutes of cutting-edge character animation, designed and modeled low-poly avatars, and optimized our platform for better user experience. It is impossible to express Roy's significant contribution to our company within the limitations of a brief LinkedIn recommendation. Roy will be a priceless asset to anyone looking for a
”.seasoned, well-rounded character animator

January 10, 2009

1st [Yaron Yashinski](#), *Visual Effects (VFX) Supervisor, Co-Founder & CTO, MobileSolid*
managed Roy at MobileSolid