

ROY MARGALIT – CHARACTER ANIMATOR

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Web: <http://www.roymargalit.com>

Nationality: German / Israeli

Work Experience

[DreamWorks Animation , India](#)

Character Animator

March 2011 - Present

Character Animator at DreamWorks Dedicated Unit, Bangalore, India
Currently working as an animator on “Madagascar 3” Feature Film

[World Freelance](#)

November 2010– January 2011

Freelance Character Animator on various projects across the world

[Dygra Films, Spain](#)

Character Animator

February 2010 – October 2010

Character Animator on the Spanish Feature Film “Holy Night”, due out on December 2010

[Smartoonz, Tel Aviv , Israel](#)

Freelance Character Animator

February 2009 – August 2010

Using Maya, I animated primary and secondary biped and quadruped characters for 26 episodes of the Disney/Hit TV show, "Monkey See Monkey Do". On this production I worked under very tight production deadlines, animating 12 seconds per day.

[MobileSolid , Tel Aviv, Israel](#)

Senior Character Animator

December 2007 – February 2009

Using Maya, I worked under the supervision of a lead animator, I was responsible for all character animation on "Ume", a high-end interactive mobile game. Animation styles varied from

realistic to cartoonish. All animation was subsequently imported into the in-house game engine.

[Dujass film s.p.a , Rome, ITALY](#)

Character Animator

June 2007 – October 2007

Using Maya, I was part of a team of animators on the production of the pilot episode of Italian television show, "Leo The Lion". On this project I animated mostly quadruped characters. I also worked with a translator to match Italian voice recordings to the dialogue of the animated characters.

[CARTOON ONE , Rome, Italy](#)

Character Animator

March 2007 – June 2007

Using Maya and working under a director, I was a character animator on the pilot episode of "Felix the cat in 3D". Using detailed story boards I adapted Felix's classic 2D look into a modern 3D interpretation.

[CREW 972 , Tel-Aviv, Israel](#)

Character Animator

January 2007 – March 2007

Using 3D Studio Max and CAT, I was a character animator on the television production of "Vippo The Flying Dog". Working from a storyboard, I animated both main and secondary characters.

[Digital Magic Group , Bangkok, Thailand](#)

Character Animator

July 2006 – January 2007

Using Maya and 3D Studio Max, I was brought to Bangkok to work as a senior animator at this cutting edge studio. Using 3D studio max, I animated various commercials and created pre-viz shots for feature films. While at DMG, I also gave animation lectures on a weekly basis to all 3D artists at the company.

["PLAZMA" Design Group, Tel Aviv, Israel](#)

2D / 3D illustrator and Graphics Designer.

2004 – 2005

Using Photoshop, Flash Illustrator and Maya, I worked as a 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. In this position, I would work closely with the client from the primary to final stage of production.

[Hands-up Design & Animation, Tel Aviv, Israel](#)

Freelance 3D Character Animator 2003

Using Maya, I was a junior animator on leading Israeli television commercials.

[Gravity Post-Production, Tel Aviv, Israel](#)

3D Character Animator / Generalist 2003

Using Maya, I worked as a junior animator and a 3D generalist on various TV commercials at one of the top post-production houses in Israel. Beside my animation duties, I was responsible for modeling, animation, dynamics, and texturing.

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

2000 Video Production Course I.D.F (Israel Defense Force) - Training Course for directing, producing and editing Films.

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

1986-1994 Igal Alon - Primary school

Software Knowledge

Autodesk Maya, 3D Studio Max, XSI, Adobe Photoshop, Adobe Premiere, Macromedia Flash,

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