

ROY MARGALIT

Animation Supervisor & Animator

CONTACT

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www.roymargalit.com

EDUCATION

Vancouver Film School
Classical Animation
2005–2006

Ed Hooks
Acting for Animators
2005

Figure Drawing
2005–Present

TOOLS

Autodesk Maya
Photoshop
3D Studio Max
Premiere
Sound Forge

LANGUAGES

Hebrew
English

NATIONALITY

German

PROFESSIONAL SUMMARY

Experienced Animation Supervisor and Animator with over 15 years of experience working on feature films, TV shows, and games at world-renowned studios including DreamWorks, Weta Digital, and Animal Logic. Specialized in creating compelling character performances and leading animation teams across multiple international productions.

WORK EXPERIENCES

Lumatic Studio Animator & Animation Supervisor

Berlin,
Germany
2024–Present

- Working on 'School of Magical Animals' feature films 3 and 4
- Served as Animation Supervisor on 'School of Magical Animals 4', supervising a team of 18 animators to achieve high-quality animal character animation
- Contributed to developing the rigs and designing the animation style for 2 new characters introduced in the 4th film
- Creating character performances for this successful animated film series

Pure Imagination Studios Lead Animator

Los Angeles, USA
2022–2023

- Lead Animator on 'Piece by Piece' – A Feature Animation about Pharrell Williams Life

AWARDS

2006

Won First Place "WAC"
Animation Magazine Short Film
festival

2006

Official selection, Red Stick
International Animation
Festival

2007

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

2006

Nominated for best film, "Asifa"
Israel Animation Festival

HOBBIES

Guitar player / Music lover

Figure Drawing

Backpacking the planet

Video Games

- Responsible for key character performances and animation direction

MoonActive

Tel Aviv, Israel

Lead Animator

2020–2022

- Lead Animator and part of the founding members of the studio's 3D division
- In charge of the animation department where I developed ideas, animated and supervised animators for mobile game content

Animal Logic

Sydney, Australia

Senior Animator

2019–2020

- Animated on 'Peter Rabbit 2' Feature Film
- Created character performances for this major animated/live-action hybrid production

Axis Studio

Glasgow, Scotland

Lead Animator

2017–2019

- Team Lead and Senior Animator on Syfy's 'Happy!' Season 1 & 2
- Supervised animation team and created character performances for this hybrid live-action/animation series

Weta Digital

Wellington, New Zealand

Character Animator

2015–2016

- Animated on 'Alvin and the Chipmunks 4' Feature Film
- Created character performances for this major animated/live-action hybrid production

FrameStore

London, UK

Character Animator

2013–2014

- Animated on 'The Guardians Of The Galaxy'
- Created character performances for this major Marvel Studios production

DreamWorks Animation

Bangalore, India

Character Animator

2011–2013

- Animated on 'Madagascar 3' Feature Film and 'How To Train Your Dragon' TV Special
- Created character performances for these major animated productions

Various Studios Around the Globe

Character Animator

Thailand, Norway,
Spain, and Israel
2006–2010

- Worked as a freelance animator at studios in Thailand, Norway, Spain, and Israel
- Created character animations for various commercial and entertainment projects

RECOMMENDATIONS

LUMATIC STUDIO

"I had the great pleasure of working with Roy Margalit on two hybrid studio productions that combined detailed animal character animation with live-action elements. Roy first joined the team as a Senior Animator, where his work immediately stood out for its quality, sensitivity, and precision. On our next production, he returned as Animation Supervisor, and quickly proved himself to be an outstanding creative leader. Roy has a rare ability to balance artistic vision with technical mastery. He not only ensured that the animation perfectly matched the established style of the franchise but also elevated the overall quality far beyond expectations — to the complete satisfaction of the directors and the client. Even under pressure, Roy remained calm, positive, and deeply supportive of his team. The animators consistently praised his clear communication, thoughtful feedback, and ability to bring out their very best work. His professionalism, empathy, and experience made a real difference to both the creative outcome and the team atmosphere. Roy is one of those rare supervisors who combines precision, artistry, and genuine kindness. He was an invaluable collaborator and

a real pleasure to work with. Any production lucky enough to have him on board will benefit greatly from his leadership, expertise, and creative spirit."

Tomer Eshed – Animation Director

LUMATIC STUDIO

"Working with Roy was an amazing experience! The School of Magical Animals 4 was a wild and exciting project — eight CG characters, tons of acting, imagination, and passion were required, and Roy was the one guiding the animation team to take every shot to the next level. He always encouraged us to propose ideas and be creative with our tasks. By far, one of the best supervisors I've had the pleasure to work with, and I'm truly glad we collaborated on this project. Undoubtedly, Roy is the kind of supervisor you want leading your team!"

Nicolas Mejia – Mid Animator

ANIMAL LOGIC

"I had the pleasure of having Roy on my team of 12 animators on Peter Rabbit 2 at Animal Logic. He was undoubtedly one of the strongest animators on my team, producing some beautiful character animation and turning around his shots quickly. He did some great acting and physical animation, and he also has a great attitude, always wanting to help out when he can and push his shots to be the best they can be. Can't wait to work with him again in the future!"

Simon Thistlethwaite – Lead Animator

WETA DIGITAL

"Roy worked as an 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 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

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 has strong animation skills. Highly recommended."

David Hubert – Lead Character Animator

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

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 an 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."

Jimmy Johansson – Rigging TD

DYGRA FILMS

"I highly recommend 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."

Julio Diez – Animation Director

This resume was last updated on March 24, 2025