DANA ILAN
3D ARTIST | GAME ARTIST

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Employment

2020 - Present

3D Game Artist (Mobile) | Supersonic Studios (IronSource), Tel-Aviv, Israel

Developed 3D content and integrations for a variety of Unity 3D mobile games:

- Creating assets in 3D: Modelling, Texturing, Rigging, Animation.
- Unity Art: Lighting, Particle System effects, Shader Graph, UI canvas.
- Unity Technical: Integration of assets into Unity 3D projects. Setting up trigger events and animation state machine using in-house pipeline tools.

As part of the in-house game studio:

- Created over 50 hyper casual prototypes.
- Published "Run Royale" with over 4M downloads in the first two months (iOS ,Android)

2015 - 2019

Shading Artist | Snowball Studios, Tel-Aviv, Israel

- Shading & Texturing for Disney Muppet Babies (Season 1+2)
- Shading & Texturing for Disney Star Darlings (Season 2)
- Lead Shading & Texturing for Barbie Dreamtopia (Season 1+2)
- Shading & Texturing for Anipop

2015

CG Generalist (In-House Freelancer) | Koffeecup, London, UK

- Modelling, Texturing, Lighting, Animation, Rendering, and Compositing for commercials, apps and Oculus VR experience (Clients: Jaguar, Shell).

2014 - 2015

CG Generalist | Apregon, Tel-Aviv, Israel

- Modelling, Texturing, Lighting, Rigging, Animation, Rendering, and Compositing for various projects (Clients: Cisco, Elbit, Rafael, iMDsoft, GMedical, Commologic).

Education

2011 – 2013

Animation (BA Hons) | SAE Institute, London, UK
First Class Honors

2008 – 2010

Industrial design | H.I.T. Holon Institute of Technology, Israel

2000 – 2003

High-School diploma |Ami Asaf high school, Beit Berl, Israel

Computer Skills

- 3Ds Max
- Maya
- Blender
- Vray
- Unity
- Substance Painter
- Substance Designer
- Marvelous Designer
- After Effects
- Premiere
- Mudbox
- Zbrush
- Photoshop
- Illustrator
- Figma

Awards

2021

Global Game Jam | Hosted by Tiltan, Israel
1st Place (Over 50 teams), "Mom at the Party?!"