



# DAVID GELFAND

## 3D Artist

[Click here to view my demo reel](#)

## CONTACT

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## EXPERIENCE

### 3D ARTIST • BRAIN TICKLE LLC • 2021 – PRESENT

- Directed and produced various commissioned animated music videos and advertisements, ensuring their successful completion and client satisfaction.
- Working as one of the lead 3D artist, proficient in modeling, texturing, rigging, animating, lighting, and rendering of environments and characters.
- Contributed and encouraged effective communication and collaboration within the production team, ensuring smooth workflow and timely delivery of projects.
- Received positive feedback from clients, such as *Lex Records*, *HOKA*, *Bodega* and *Coinlist*, for delivering engaging and visually appealing animated projects.

### DIRECTOR • „NOW THAT I'M THINKING" (SHORT FILM) • 2022-2023

- Directed, wrote, and produced a 3D animated short film from inception to completion, that aims to showcase my technical and artistic skills and creative vision.
- Handled the modeling, texturing, animation, lighting, and rendering of the film, with focus on audio-visual atmosphere, compelling narrative and captivating cinematography
- Led and directed a small team to assist with animation, promotional illustration, graphic design and voice acting while seeking their input and perspectives on the film.
- Managing the film's current festival run and future promotion.

### 3D GENERALIST • LUCKYBOY (SHORT FILM) • 2020 – 2021

„Best Comedic Animation" at All The Laughs Comedy Awards  
„Best Short Film" Semi-Finalist at 2023 Student World Impact Film Festival

- Served as one of the lead 3D artists on this short film, producing and assisting in creation of animation-ready character models, several interior and exterior environments and props.
- Designed the 3D layout of several key sequences, helped shape the visual direction together with the director and established the final 3D cinematography.
- Managed the lighting across a range of shots, maintaining consistency, as well as complementing the different visual mediums represented throughout the film.
- Collaborated closely with teammates to create an exciting and visually breath-taking film, which resulted in extensive international praise for the achieved results.

## PROFESSIONAL SKILLS

- Hard-Surface/ Organic Modeling
- Character Modeling/ Sculpting
- Hand-painting and procedural texturing
- Lighting and Rendering
- Animating
- 3D Layout and Cinematography

## SOFTWARE PROFICIENCY

- Blender
- Autodesk Maya
- ZBrush
- Substance Painter
- Substance Designer
- Adobe Photoshop
- Adobe Premiere
- Adobe After Effects
- DaVinci Resolve

## EDUCATION

Savannah College of Art and Design, Savannah, GA

Bachelor of Fine Arts,  
Technical Animation

Graduated Cum Laude in  
May 2021