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# Yanir Kleiman - Resume

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I am a computer science PhD student in the Computer Graphics lab at Tel Aviv University.

My previous experience spans two years of professional experience as a 3D artist working on various visual effects and animation projects, and over 10 years experience in software development as programmer and team leader in several organizations.

## Education

- 2011 - ???      **PhD Student, Computer Science**, Tel Aviv University, Israel.  
Computer graphics lab, under the supervision of Prof. Daniel Cohen-Or.
- 2008 - 2009      **3D Animation and Visual Effects Diploma**, Vancouver Film School, Canada.  
Visual Effects specialization, graduated with honors.
- 2003 - 2005      **M.Sc. in Computer Science**, Tel Aviv Academic College, Israel  
Graduated with honors. Published a paper in Theoretical Computer Science journal, in the subject of online algorithms.
- 1997 - 2000      **B.Sc. in Math and Computer Science**, Tel Aviv University, Israel

## Awards and Publications

- 2011      **Unsupervised co-segmentation of a set of shapes via descriptor-space spectral clustering.**  
Oana Sidi, Oliver van Kaick, Yanir Kleiman, Hao Zhang, Daniel Cohen-Or.  
ACM Transactions on Graphics (TOG) 30.6 (2011): 126
- 2010      **Animex International Festival of Animation & Computer Games**  
Visual Effects Award runner up for my VFS graduation film.
- 2007      **Paging with connections: FIFO strikes again.**  
Leah Epstein, Yanir Kleiman, Jiri Sgall, Rob van Stee.  
Theoretical computer science 377.1 (2007): 55-64

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## Professional Experience

- 2010      **Lighting and Rendering TD / Compositor, Crew 972**  
Worked on "The Looney Tunes Show" for Warner Bros.
- Lighting shots in Maya.
  - Set dressing of shots in Maya.
  - Creating special visual effects (dust, smoke) using dynamics and MEL scripting in Maya.
  - Creating render layers and monitoring the render process on a render farm.
  - MEL scripting for automated tasks in Maya.
  - Final compositing of shots using Nuke.
  - Working with "Shotgun" production tracking system.
- 2009      **3D Artist, Gravity Israel Visual Effects**  
Worked mostly on shading, lighting, and render passes.  
Additional work included modeling and scripting.

- 2009 **Freelance Effects Artist, "Deus".**  
"Deus" is a sci-fi TV show in Israel.  
I created visual effects for several shots on the show from start to finish.  
Tracking, modeling, simulation, animation, rendering and compositing.
- 2008 **Algorithms Developer, MutualArt Inc.**  
Developed and implemented automated text categorization and linking algorithms with C# and SQL Server.
- 2005 - 2007 **Development Team Leader, Amobee Media Systems Ltd.**  
The start-up company provides a platform for cellular advertising on multiple channels such as in-game advertising, WAP, SMS, MMS and streaming.
- My team developed a web based back-office system that enables advertisers to manage their campaigns and creative ads.
- .NET infrastructures (ASP.NET) and SQL Server 2005 development.
  - Management and task planning.
  - Requirements specification.
  - GUI design (flow and graphic design).
  - Recruiting and training.
  - Java development.
- 2004 - 2005 **Development Team Leader, IDF.**  
Team leader of about 7 programmers. The team supplied all internal computing needs of the unit.  
The team developed and maintained about 10 different systems, some built with .NET infrastructures and some with Microsoft DNA infrastructures.
- 2000 - 2004 **Senior Infrastructure Programmer, IDF.**  
Lead the team migration process from DNA infrastructures to .NET infrastructures.
- Designed and implemented .NET infrastructures.
  - Lead development of several .NET systems.
  - Trained team members.
  - Graphic design for all of the unit's web (intra-net) systems.
- 1996 - 2000 **Part Time VB and ASP Programmer, NTR Visual Technologies Ltd.**  
During my studies, I worked part time as a Visual Basic and ASP programmer.

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## Professional Skills

### CG Software:

Maya, XSI, Mental Ray, Nuke, After Effects, Premiere, Photoshop, Boujou.

### Programming Languages and Technologies:

C, C++, C#, VB.NET, Java, Matlab, JavaScript, VBScript, MEL and Python Scripting  
.NET Framework, ASP.NET, HTML, SQL Server, Oracle, XML, XSL, CSS

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## Personal Details

D.O.B: **April 7, 1980.**

Languages: **Hebrew** - mother tongue, **English** - excellent.

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