



Jonathan Avidar

DEVELOPER & 3D GENERALIST

PROFILE

Developer with 3D skills and 4 years of experience on the game industry field. Proficient on multiple software and programming languages and always looking for new challenging opportunities.

PERSONAL DETAILS

Address

Tel Aviv, Israel

CONTACT

-  jonavidar@gmail.com
-  (IL)585 587 587
-  <https://www.artstation.com/jonavidar>
-  <https://www.linkedin.com/in/jonavidar>
-  [@jonavidar](https://twitter.com/jonavidar)
-  <https://github.com/jtnavd>

WORK EXPERIENCE

- Level Designer**
ONE HAMSA 2020
VR game prototype development with a five member team. My main task was to produce all 3D content (modeling, texture, shading, rigging and post-effects) and build the level(blocking, props dispatch, optimization and gameplay enhancement).
- Game Artist**
INNPLAY LABS 2020
Hyper casual mobile game start up with a four member team. My task was to produce UI and 3D content for a new type of mobile game and making functional enough for the market.
- Lead 3D generalist**
CORTICA 2020
AI and deep learning security assets development start up aiming on making intelligent camera with face and motion recognition. My assignment was to set up a 3D animation department in a two member team which can deliver content fast and efficiently by making a performant pipeline.
- 3D generalist**
PLAYTIKA 2019 - 2020
Hyper casual mobile game company based on marketing strategy and products development. Deliver quality content and developing new features ideas for multiple games was my task.
- Mentor**
IAC 2017 - 2021
Helping students in their projects or learning process by provide them the right tools and mindset to boost their productivity in different software such as maya, unity, substance, zbrush and many more.
- 3D modeler & junior level designer**
CAPRICIA PRODUCTION 2017 - 2018
Making props and items for thriller game called "Of Bird and Cage" which is a storytelling game with music element that guide the player through the adventure.

EDUCATION

- Full Stack Development**
DEVELOPER.INSTITUTE 2021
- Game Design**
IAC 2017 - 2018
- 3D Animation**
IAC 2015 - 2017

SOFTWARE

- Blender
- Maya
- Zbrush
- Unity
- Unreal
- Substance
- Photoshop
- After Effects

PROGRAMING LANGUAGES

