

Yana Obolski Digital Artist

I'm a Digital Artist with knowledge, experience, and passion, for the world of Motion Design, 3d Modelling, Compositing, Video Editing, post-production, styling and music.

I've been working with video art studios, gaming companies, and fashion studios, on commercials, video clips, and concept development.

I also have photography and production experience. Possess the ability to work well with others and is able to meet tight deadlines.

[Showreel](#)

[Linkedin](#)

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Relevant Work Experience

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| 2014 - Present-day | Freelance Digital artist
I've been working with clients such as gaming development companies on videos for their products. Worked with production houses on commercials that are shown on TV, and on music videos. |
| 2021 | Vurt Labs - Virtual production studio
- Post-production coordinator.
- 3D modeler - Created 3D assets based on 2D materials. |
| 2018 - 2020 | Machine Studio - Studio Manager
In this position, I managed the photography studio. From Pre-production, styling, photoshoots, videography, and Post-production. I've worked with some of the major fashion companies, on their e-commerce websites, TV productions, and catalogues materials. |

Tools and skillset

Premiere Pro, Devinci Resolve, Blender, and Photoshop
Basic knowledge of Houdini, After Effects and Nuke.

Languages

English, Hebrew, Russian