

Jacob Zaguri

Lookdev
Lighting
Environment

Vancouver BC
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SOFTWARES



WORK EXPERIENCE

2016 - Present

Scanline VFX, Generalist, Vancouver BC
Fengshen Trilogy - Environment & lighting
The Rescue - Environment & lighting
Midway - Environment
Terminator Dark Fate - Environment
Cosmos - Environment
Game Of Thrones - Lookdev & crowd
AquaMan - Lookdev & crowd
Antman and the Wasp - Lighting & lookdev
Black Panther - Lighting & lookdev
Justice League - Lighting & Lookdev
Guardian of the Galaxy vol.2 - Lighting & Lookdev

2015

Elo & Nit Playground Designers (Tech Viz), freelance, Tel Aviv
3D Generalist & Technical animation

2015

Bonsai studio (Arch Viz), freelance, Tel Aviv
Architecture Modeling

2014

Aregon (Crossmedia Solutions), freelance, Tel Aviv
Responsible for the whole 3D pipeline for the following projects: Carmex, Bavli, Xight
Elbit - Textureing , Light&Shading
Alere - Technical animation

2014

Bonsai studio (Arch Viz), freelance, Tel Aviv
Architecture Modeling

2014

The Bakery (Creative Media Productions), freelance, Tel Aviv
Co-Director, Responsible for the whole 3D pipeline

2013

Bilderish (Motion Design), freelance, Tel Aviv
3D Generalist/Co-Director

2013

Ando studio (Arch Viz), freelance, Tel Aviv
Modler

2012

Art Kit, freelance, Tel Aviv
3D lead & Technical animation - Responsible for the whole 3D pipeline simulation & restoration for legal proceedings and insurance events (car accident, work accident, burglary, theft, fraud)

2011

Hacubia (Arch Viz), freelance, Tel Aviv
Architecture Modeling

2011 - 2014

Metaphor3d studio (Arch Viz), freelance, Tel Aviv
3D Generalist, 3D lead

2008 - 2010

Animation Leader at Arcreative (Arch Viz), Haifa
Animation and Technical Director responsible for all the pipeline

EDUCATION

2015 - 2016

Think Tank Training Centre, Vancouver BC
Mentorship program by Chris Nichols

2011

ZBrush course in IAC school

2006 - 2008

Technion - Israel Institute of Technology, Haifa
Practical Engineer Media and Visual Design Interactive Communication.
Courses including: History of Art & Design, Graphic Design and Typography, Composition and Space, Form and Color, Visual Perception, Web Design, User interface, Sound Design, Video editing, 3D Animation