



Email

yuvaldu@gmail.com

Address

Jerusalem Israel

Phone

0548134209

Social links, website

https://www.yuvaldubowski.com/



Skills

3D Animation

3D Modeling

3D Texturing

2D Animation

Storyboarding

Character Design

Software Proficiency (Maya, Blender, Photoshop, Premier, After Effects, Substance Painter, Procreate, Harmony, Cubase)



Languages

English

Native

Hebrew

Native

Yuval Dubowski, 27

Director/Animator

Story telling is my passion, animation is the language I speak best. I love the process of researching and understanding movement before translating it to the screen. I find unimaginable joy when seeing my creations come to life.

Experience

▪ Concept Artist

The Hive Studio

Mer 2025 - Apr 2025

- Conceptualized and illustrated various mutated monsters designs for a video game pitch, presented to a famous producer in Hollywood, tied to Marvel Studios.
- Created environment designs used as basis for in game P.O.C shots.

▪ 3D Animator

Guy Mezig's animated music video

Dec 2024 - Jan 2025

- Contributed as an animator for a high-profile 3D animated music video for a well-known artist, working within a small team.
- Collaborated closely with the director and the producer to deliver high-quality work under tight deadlines and budget constraints.
- Adapted to the animation style of the director to keep a fluid and continuous style throughout the video.
- Successfully animated the entire 4-minute music video in under two months, demonstrating strong problem-solving skills and the ability to work efficiently under pressure.

▪ 2D Animator

The Hive Studio

Nov 2024 - Jan 2025

- Created multiple promotional short animations based on the client's web series -"Normal MFers".
- Made storyboards and layouts for the short animation based on the client's prompts.
- Accumulated over 850K views on my animations at my clients page on Giphy.

▪ 3D Animation Director & Artist

Graduation film

Nov 2023 - Aug 2024

- Led the production of a 3D animated short film in collaboration with a fellow student, overseeing all creative aspects: directing, storyboard, concept art, etc. Modeled,
- textured and animated all characters, including a complex 6-legged monster, while coordinating with a partner who handled rigging and environmental layout.
- Demonstrated strong teamwork and communication skills throughout the production process.
- officially selected by the Manchester Lift-Off Film Festival 2025.

▪ Computer Lab Assistant

Bezalel Academy of Arts and Design

Dec 2022 - Jul 2024

- Mentored junior animators, providing guidance on best practices and creative techniques in 2D/3D animation.
- Provided technical support for over 200 students, resolving hardware and software issues.

Education

▪ B.F.A

Bezalel Academy of Arts and Design Jerusalem

2021 - 2024