

YUVAL DUBOWSKI

3D Animator and Game Designer

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SUMMARY

Creative and ambitious 3D/2D Animator and game designer with experience in a variety of projects, ranging from video games and short films to 3D modeling and VFX. Skilled in diverse animation styles and pipelines, with experience in directing and collaborating with versatile teams. Passionate about storytelling and highly motivated to tackle challenging animations. Proficient in Maya, Blender, Unity, Adobe Creative Suite, and PlantFactory.

WORK EXPERIENCE

Game Designer and Animator

Space Thrusters Video Game

Sep 2025 - Current

- Creating pixel art assets, sprites, animations and particle effects designed for a top-down PC/ Mobile video game in Unity.

Vegetation Artist

Technion & Ben Gurion University

Nov 2025 - Dec 2025

- Designed and modeled a realistic 3D plant in PlantFactory with editable parameters and generative randomization, allowing for the creation of a wide variety of bushes for testing.

Storyboard & Animatic Artist

The Hive Studio

Aug 2025 - Aug 2025

- Developed a storyboard and animatic for a motion graphic promotional video commissioned by the non-profit organization CIMI.

3D Animator

Tumaini - Animated Short Film

April 2025 - Jun 2025

- Animated travel sequences showcasing strong animation principles, particularly in body mechanics such as walking cycles.

Lead 3D Animator

Guy Mazig - Animated Music Video

Dec 2024 - Jan 2025

- Contributed as a lead animator for a high-profile 3D animated music video for a well known artist.
- Adapted to the animation style of the director to keep a fluid and continuous style throughout the video.

EDUCATION

B.F.A - Bezalel Academy of Arts and Design, Screen-based Arts Department

2020-2024

- Technical Skills:** Maya, Blender, Adobe Suite (Photoshop, Premiere, After Effects), Unity, PlantFactory, Substance Painter, ToonBoom Harmony.
- Languages:** Hebrew (native), English (Native).