

# Hi I'm Daniel Ziev, 3D artist.

I'm an experienced 3D game artist located in Tel Aviv with an architecture and illustration background with much passion for games and films. I have an immense will to grow, learn and work on personal projects in my free time. I am always excited to translate a great concept into 3D space.

## + WORK EXPERIENCE

October 2020 – January 2023

### 3D Artist at Jelly Button (Playtika)

I worked on a mobile casual city builder and a town management game.

I was responsible for defining the world's visual looks and creating the city, buildings, an entire cast of characters, props, and crazy features. Modeling optimized low poly 3D assets of buildings, characters, municipal, foliage, and decoration that contain rigs, blend shapes, and animations. Creating the map looks, designing and sculpting the area with the terrain system inside Unity. Worked collaboratively with development teams to create an innovative 3D pipeline.

Teaching our pipeline, tools, and Unity to new employees.

November 2019 – October 2020

### 3D Generalist at The Brute Squad

Was the 3D modeler of a live-action local Co-Op of button-smashing brawls and gardening mayhem game. Making the art style and guidelines of our looks. Modeling and preparing Characters, Monsters, attacking plants, foliage and tools for rigs.

September 2017 – June 2019

### Architecture Teacher at Amal College

I was teaching at Amal academy architecture digital sketching in AutoCAD and Revit, Classic Sketching, Construction theory, and Building system.

## + EDUCATION

2017 – 2020

**HackerU, Ramat Gan**  
3D art

2012 – 2014

**ORT College, Rehovot**  
Architecture

## + SKILLS

3D Modeling

Animation

Autodesk Maya

Zbrush

Substance Painter

Adobe Photoshop

Unity

Unreal

Arnold

Autodesk AutoCAD

Autodesk Revit

Adobe After Effects

Adobe Premiere Pro

Sourcetree

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[Portfolio](#)

