



Damon Lavenski

2220 Kingsway, Apt 326
Vancouver, BC, V5N 2T7
Cell: 1-778-836-7762
Email: damon31@gmail.com
[LinkedIn](#) | [Website](#)

Professional Summary

Experienced 3D Artist and Production Manager with over a decade in the industry. Proficient in a wide range of disciplines, including 3D modeling, asset design, and production development. Known for quickly integrating into new environments and contributing unique perspectives to projects. Adept in both artistic and administrative roles, with a strong background in managing teams and projects using agile methods.

Experience

CFX Supervisor

ICON Creative Studio | 2021-2024

- Oversaw the distribution of work among shot finaling artists, ensuring high-quality output and adherence to project standards.
- Managed technical and pipeline issues related to shots, developing and optimizing workflows and tools for the team.
- Set up and supervised the creation of character effects rigs, ensuring accuracy and efficiency.
- Facilitated communication with other departments through meetings and discussions, ensuring seamless project integration.
- Coordinated and implemented training programs for new recruits, enhancing team skill levels and maintaining efficiency.
- Contributed to Disney Plus children's shows "Young Jedi," "Aerial," and "Icons Rocket Club."

Layout Artist

Wind Sun Sky | 2019-2020

- Worked on the *Invincible* animated series, translating storyboards into 3D sequenced shots.
- Ensured accurate translation of 3D compositions to 2D camera compositions.
- Created temporary models for layout sets and props; managed assets.

Technical Animator

MPC | 2018-2019

- Contributed to projects including *Detective Pikachu* and *Aquaman*.
- Simulated cloth and fur, performed character cleanup, and created corrective blend shapes.
- Set up CFX rigs.

CG Generalist

FuseFX | 2018

- Focused on lighting and look development using V-Ray.
- Animated and rigged various assets.



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Technical Animator

Method Studios | 2017-2018

- Worked on Black Panther and Avengers: Infinity War.
- Specialized in cloth and hair work.

Freelance 3D Generalist

Various Companies | 2017

- Provided modeling, texturing, rendering, and animation services for diverse projects.
- Worked on photogrammetry and VR setups.

Teacher and Lecturer

School Creative | 2017

- Taught classes on Maya fundamentals, modeling, rendering, rigging, project management, and workflows in 3D environments.

3D Generalist

PsyOps Studios | 2016

- Modeled, rigged, simulated cloth, and rendered various 3D elements for TV and film projects.

Shot Finalist

Nitrogen Studios | 2014-2016

- Worked on Sausage Party, handling animation, modeling, hair/cloth simulations, and rendering.

Education

Bezalel Academy of Arts and Design, Jerusalem, Israel - Graduate, Animation Department
Center for Digital Media, Vancouver, BC - Master's Degree (MDM)

Skills

Administrative Skills

- Team Management
- Meeting Facilitation
- Task Management
- Project Planning
- Budget Forecasts
- Public Speaking and Presentation
- Management for Small Teams (Agile Method)

Artistic Skills

- Dynamics using nDynamics
- XGen, Yeti, Ornatix
- 3D Modeling (high-level sculpting and game character creation)
- 3D Rigging
- Lighting and Rendering (Arnold / RenderMan)
- 3D Character Animation
- Video Editing and Compositing
- Character and Environment Design
- Photogrammetry
- Basic Python and MEL



Software Skills

- **3D Software: Autodesk Maya, Blender**
- **Lighting and Shading: Arnold, RenderMan**
- **Sculpting: Autodesk Mudbox, ZBrush**
- **Editing/Compositing/Illustration: Adobe Creative Suite, DaVinci Resolve**
- **Illustration: Autodesk Sketchbook Pro**
- **Game Design: Unreal Engine 5**
- **FX: Houdini, Autodesk Maya**
- **Coding: Python**