DANIEL MOR

WWW.DANIEL-MOR.COM

ENVIRONMENT TECHNICAL ARTIST

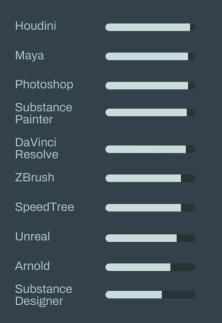2danimm@gmail.com | Herzliya, Israel | 30/09/1994

ABOUT

Hey! I'm Daniel,

I fell in love with 3D at a young age. Half way through college I landed a job in the gaming industry as a technical artist.

Very enthusiastic about science and art, love open world environments and Houdini in general.

SOFTWARE

- Houdini
- Maya
- Photoshop
- Substance Painter
- DaVinci Resolve
- ZBrush
- SpeedTree
- Unreal
- Arnold
- Substance Designer

LANGUAGES

- English
- Hebrew

WORK EXPERIENCE

2020 – Today

3D TECHNICAL ARTIST
Bagira Systems
Full-Time

• Procedural 3D creation of game-ready environments using GIS data at massive scale – Creation of playable maps using Houdini.

• Modeling and texturing real-world, modular and game ready assets (Maya, Substance)

• Writing procedural tools and materials for artists.

• Responsible for the creation of better tools and techniques for faster, higher quality results.

2020 – Today

3D ART TEACHER
GameReady
Part-Time

• I've been mentoring students successfully for over two years with perfect reviews.

• We teach one-on-one 3D art lessons using the industry standard tools.

• Lately, as an addition to teaching, I've taken a more active role in growing our company.

2020

VFX/POST ARTIST
with Rotem Salomon
Part-Time

• Professional production working closely with the director on high-end TV Commercials.

• Color correction, VFX and retouch done on captured video footage.

2016-2019

STORE MANAGER
Domino's Pizza
Full-Time

• Responsible for recruitment, training, work schedule, performance, costs and more.

• Managed over forty people at the same time in two different locations.

EDUCATION

2019 - 2021

3D Animation & VFX
HackerU

2020

Color Theory and Comp
Timeline