

# GILAD OSTROVER

## CONTACT

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Experienced 3D animator with strong command of character performance, motion and storytelling. Skilled in modeling, rigging, and lipsync for animation. Recently integrating Generative AI tools to enhance asset creation and animation workflows.

## KNOWLEDGE AND COMPETENCE

- Building high-quality assets & characters:
  - Very high ability in building models and characters.
  - In-depth knowledge of low-poly optimization.
  - Optimal materials and texture maps.
  - Creating high quality texture maps.
- Extensive knowledge and experience in set-up for cameras and lighting. Highly professional capability, knowledge and experience in rigging and setup for characters in 3D animation.
- Highly professional capability, knowledge and experience in lipsync for 3D animation.
- Expertise in post production.
- Deep knowledge of 2D classical animation.

## EXPERIENCE

- 2022-2025 Engaged in freelance work for 3d modeling awarded contractor, specializing in commercials and training films. I implemented various characters under ongoing non-disclosure agreement. Notable example includes the character "[Louie](#)". I modeled, textured, built blendshapes and rigging for each project.
- 2020-2022 Chief designer for the WhoToGoWith app.
- 2014-2020 Animation work as a freelancer.
- 2008-2013 Private Tutor for Maya, Lightwave 3D, and post production applications.
- 2005-2007 Private tutor for Adobe applications.
- 2005 Animation intro for the youth magazine "Orange Time" – Local TV Channel.
- 2003-2004 PitchiPoy Studio: 8-minute animated film for 'Tnuva' – the largest food conglomerate in Israel. The film was presented at their visitors center. My responsibilities were building objects, textures and animation, quality control of scenes, network rendering management.



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## TOOLS

- ComfyUI – Designing complex AI-based workflows for visual content generation (Panoramas, LoRA Training), integrating ControlNet alpha maps, Tiling, and automation; combining 3D and AI expertise.
- Maya – modeling at a very advanced level:
  - Full control of Maya's modeling tools and ability to create and submit organic and mechanical models at high professional standards.
  - Animation, rigging and character animation, particles and dynamics simulation.
- Blender – Advanced modeling, texturing, lighting, rendering, and animation skills.
- Familiarity with Unity from the point of view of a 3D artist and animator:
  - A completely independent ability to design and build a build for a demo game.
  - Command of creation of procedural VFX systems within Unity (Particle System and Visual Effects Graph).
- ZBrush – 3d sculpting, further-detailing models and generating displacement maps suitable for 3D models of cross-software pipelines.
- V-Ray – textures, materials, cameras, lighting and multi-pass rendering at very advanced level.
- High professionalism and full control over Adobe's range of graphics tools.
- Fairly good knowledge and experience in working with Nuke in complex projects.
- Adobe Premier, video editing.
- Adobe After Effects – effects, compositing.

## EDUCATION

- 2023-2025 Self-learning and independent research – Generative AI & ComfyUI Development of advanced pipelines for AI generative imaging, ControlNet and IPAdapter integration, LoRA training, and automation. Specialization in 360° panoramas and style transfer using SDXL-based models.
- 2012-2013 (18 months) Jason Osipa facial animation course: "STOP STARING - Facial Modeling and Animation Done Right". Osipa is the most professional source of knowledge available for facial animation. His methods are fully implemented in my animation work.
- Tiltan College, Haifa
  - 2011 Classical Animation, led by the great animator Dudu Shalita.
  - 2008-2010 Maya.
- 2002 – Proelium College, Tel Aviv – Animation LightWave – 3D animation project.
- 2001-2002 Computer Art College, Tel Aviv – Animation, LightWave, hand drawing, sculpture, product design, comics, art history, anatomy for drawing and sculpture, video editing.

