

# SABAH YAZAJI

## CHARACTER ANIMATOR

SHOWREEL: <https://vimeo.com/192527369>

PASSWORD: reel

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### PROFESSIONAL HISTORY

- ROLE: **Gameplay Animator at 2K Games** Jan 2017 - Present  
PROJECT: NBA 2k18  
RESPONSIBILITY:
  - Gameplay Character Animator with a focus on mo-cap cleanup animation.
  - Worked closely with lead animator and animation director to maintain the shots delivery within strict deadlines.
  - Key-Framed prop animation for the cut scene and interactive gameplay.
  - Edit mo-cap data to make the looping workable.
- ROLE: **Animator at Sanzaru Games** Dec 2015 - Dec 2016  
PROJECT: VR Challenge Games  
RESPONSIBILITY:
  - Key frame realistic animation style for different VR games.
  - Mo-Cap Cleanup for the Basketball game play.
  - Work with producer and art director to improve the blending in the animation.
  - Retarget the mo-cap data with character asset.
  - Implement 3D assets into UE.
- ROLE: **Animator at AiProductionz** Feb 2014 - June 2015  
RESPONSIBILITY:
  - Animator on several TV commercials.
  - Animator on Our Family TV special series.
- ROLE: **Lead Animator at TwoFour54** 2012 - 2014  
PROJECT: **Driver Dan's Story Train (BBC Kids)**  
RESPONSIBILITY:
  - Planning the animation Tasks.
  - Coaching the animators while keeping them committed to the project.
  - Optimizing animation pipeline.
- ROLE: **Senior Animator & Rigger at Blink Studios** 2006 - 2011  
PROJECT: Variety of Character Animation Work  
RESPONSIBILITY:
  - Come up with different new techniques to speed up the work.
  - Working with different art director to translate their ideas into artistic visuals.
  - Character rigging (Body-Facial) for humanoid and quadruped using 3dsMax and Maya
  - Key Framed animator.
- ROLE: **Animator at Space Toon TV Kids** 2004 – 2005  
RESPONSIBILITY:
  - Creating concepts for channel identity.
  - Designing and animating overall visual appearance on-air graphics.
  - Worked with team of generalists on the daily character animation needs of the different shows for kids.

ROLE: **Animator, Modeler, Rigger at Afkar Games** 2001 - 2003  
PROJECT: Under Siege (FPS)  
RESPONSIBILITY: - Modeling and Texturing game assets.  
- key Frame animation characters for gameplay and cut scenes.  
- Level conception from sketches to modeling in Gamestudio A4 Editor.

PROJECT: Qurish (Strategy Games)  
RESPONSIBILITY: -Worked in Cinematic Dept. to improve key shots for release trailer and Promotional material.  
- key Frame complex animation asset for in game sequences.

SOFTWARE: Maya, Motion Builder, 3dsMax, Softimage, Unreal Engine, Shotgun, Adobe Package, Final Cut.

EDUCATION: Animation Mentor 2007-2009, Gobelins, l'école de l'image summer Classes 2010, BA Industrial Design.

AWARDS: -CG Slayer reel 2015  
-Daddy ABC: Best Animated short at the California international shorts film festival 2013.  
-Quacker: best animation TVC at the Digital Studios Fest 2009.  
-Story Train 2: 2013 Kid Screen Award in NY.  
-Ostora: Official selection at the 3D FF in USA 2012.  
and more....

LATEST SHOWREEL: <https://vimeo.com/192527369> PASSWORD: reel

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[www.sabahyazaji.com](http://www.sabahyazaji.com) | Email: [info@sabahyazaji.com](mailto:info@sabahyazaji.com)