

SABAH YAZAJI

Character Animator

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PHONE (786)-238-3693

Date of birth : 31/1/1981

CAREER OBJECTIVE

To secure an animation position at an exciting studio that will allow me to bring characters to life, explore character animation and everything connected to it while continually challenging my artistic abilities.

WORK EXPERIENCE

February 2010 - November 2014

TwoFour54 (Intaj) with Collaboration of Blink Studio

Animation Lead

- Planning the animation tasks and coaching the members of my team while keeping them committed to the project and handling the most important part in the definition of the animation production pipeline and optimizing the productivity of my team.

January 2006 – January 2010

Blink Studios

Senior CG Artist

- Produce a variety of Character Animation, Modeling, Walkthrough Animation and Motion Graphics works for various corporate Agency and Promotional Projects.

August 2004 – December 2005

SpaceToon TV

CG Artist

- I work as promotion producer at Space Toon, Kids channel, my responsibility was equal to lead 3D Artist; providing the 3D animation and visual effects for the promotion on the channel, and make sure everything in budget and on time.

January 2000– June 2004

Afkar Media (Game Development)

Animator / Rigging / Modeler / Level Designer

Project : Under Siege FPS® Games "First Person Shooter"

- Modeling and Texture for characters, Animal and vehicles.
- Animated complex characters and objects for in-game sequences.
- Animated quadruped dog and cat characters for in-game sequences.
- Level conception from sketches to modeling in Gamestudio A4 Editor.

Project: Qurish (Strategy Game)

- Worked in Cinematic Dept to improve key shots for release trailers and promotional material.
- Animated complex characters and objects for in-game sequences.

SKILLS

SOFTWARES

- 3dsmax-Vray
- Character studios-Cat
- Maya
- Softimage| XSI
- MudBox
- Motion Builder
- Unreal Engine
- Apple Final Cut Studio
- Avid Media composer
- Adobe Aftereffect
- Adobe Premier
- Adobe Photoshop.

WORKS EXPERIENCE

12 Years.

EDUCATION

Animation Mentor

Mentor:

- Class1 Chris Chua (Pixar-Animator)
- Class2 James Ching (BlueSky-Animator)
- Class3 Ray Chase (DreamWorks-Animator)
- Class4 David Goldberg (BlueSky-Animator)
- Class5 Eliot Boor Disney (Layout Artist)
- Class6 Sean Sexton (DreamWorks-Animator)

GOBELINS, l'école de l'image

Character Animation Summer Classes 2011

Jason Rayan Webinar

Virtual Live classroom (series 5) 2014

CG Society Workshops

Rigging the Body With Mauro Giacomazzo 2014

Bachelor of Electrical Engineering 2000