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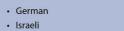
royexodus@hotmail.com

Web:

www.roymargalit.com

TOOLS

- Autodesk Mava
- Photoshop 3D Studio Max
- Premiere Sound forge
- **A** LANGUAGE
- Hebrew
- English
- HOBBIES Guitar player / Music lover
- Figure Drawing
- · Bakcpacking the planet
- Video Games
- NATIONALITY



## **ROY MARGALIT**

CHARACTER ANIMATOR

## WORK EXPERIENCE

2022-2023 Lead Animator

Pure Imagination Studios, LA Lead Animator on "Piece by Piece" A Feature Animation about Pharrell Williams

Lead Animator 2020-2022 MoonActive, Tel Aviv, Israel

> founding members of the studio's 3D division. I was in charge of the animation department where I developed ideas, animated and supervised animators.

Lead Animator and part of the

Senior Animator 2019-2020 Animal Logic, Syndey , Australia

Animated on "Peter Rabbit 2" Feature

2017-2019

FIlm Lead Animator Axis Studio, Glasgow, Scotland

Team Lead and Senior Animator, Latest project - Syfy "Happy!" Season 1 &

2015-2016 **Character Animator** 

Weta Digital, Wellington, New Zealand Animated on "Alvin and the Chipmunks 4" Feauture Film

**Character Animator** 2013-2014

FrameStore, London, UK Animated on "The Guardians Of The

Galaxy" 2011-2013 **Character Animator** DreamWorks Animation, Bangalore, India

Animated on "Madagascar 3" - Feature Film Animated on "How To Train Your Dragon TV Special

Character Animator

Various studios around the globe I worked as a freelance animator on many

studios around the world. From Thailand to Norway, Spain and Israel.

Vancouver Film School 2005 - 2006 Classical Animation, Vancouver, Canada

2005

**AWARDS** 

**EDUCATION** 

2006-2010

I am a graduate of the Classical Animation program at the Vancouver Film School,

where I studied traditional animation. Under the supervision of one of the top teachers in the animation field, I studied the fundamentals of character animation. During the program I completed a

short original animated film which has been screened at numerous international festivals and won first

at the "Animation Magazine Short Film Festival". I enrolled in the traditional animation program despite

my 3D background because I feel a good animator should be able to fuse both world **Ed Hooks** 

Acting for Animators- Master class

2005-Present Figure Drawing sessions

Vancouver

2006 Won First Place "WAC" Animation Magazine **Short Film festival** Official selection , Red Stick 2006

**International Animation Festival** 

Official Selection , Factory Nights 04 2007 'Scorch' Vancouver Film and Art Festival 2006 Nominated for best film,

"Asifa" Israel Animation Festival

)) RECOMMENDATIONS

### ANIMAL LOGIC I had the pleasure of having Roy on my team of 12

#### animators on Peter Rabbit 2 at Animal Logic. He was undoubtedly one of the strongest animators on my team, producing some

beautiful character animation and turning around his shots quickly. He did some great

acting and physical animation, and he also has a great attitude, always wanting to help out when he can and push his shots to be the best they can be. Cant wait to work with him again in the future! Simon T histlethwaite Lead Animator - Animal Logic **WETA DIGITAL** 

comedic timing, and authenticity to the acting choices that made the characters feel both real as well as true

their personalities. Roy is extremely passionate about his craft. He is enjoyable to work with and I would highly recommend him for any animation team. He did a great job and we look forward to working with him again.

Roy worked as a Animator at Weta Digital on Alvin and the Chipmunks 4. During his time on the show he created some of the best animation performances in the film. He brought a level of a detail,

Aaron Gilman Animation Supervisor at Weta Digita

**DreamWorks Animation** It's been a pleasure to work with Roy. He's not only the coolest guy but he works hard, he's really"

".professional, handles the pressure pretty well and as strong animation skills. Highly recommended

David Hubert, Lead Character Animator, Dreamworks Animation managed Roy at DreamWorks Animation

**Axis Animation** I got to work with Roy on Happy Season 1.

I do not have anything negative to say about Roy. His animation was excellent and his shots served as some of the bench marks of what we wanted to achieve in the show. He gave a lot of input in the animation reviews and also spent time mentoring some of the younger animators.

#### Personally I found it very easy to work with him and I saw he got along really well with the rest of the team. With his talent as an animator and mentor

combined with loads of experience and professionalism I believe he will be a great asset to any

team or production. Friedl Jooste Animation Supervisor at Axis Anima-Kompost

I worked closely with Roy during several weeks and was constantly impressed by his work. Everything from blocking out animations on paper to creating it in a 3d environment. He was able to provide instant feedback and was able to speak

for himself when it came to rig design which is essential in a animation environment I wish Roy the best and looking forward to the next time we will meet and work together again. Any studio should be lucky to have him

# worked directly with Roy at Kompost

limmy Johansson, Rigging TD, Kompost

I highly recommend to Roy Margalit, because the experience I had working with him, showed me that he is a good professional who is fully involved in the work he does and strives to achieve the best results. He loves animation and it shows in

everything he does ".It is also a friendly person, kind and easy treat-

ment Julio Díez, Animation Director, Dygra Films