

# ROY MARGALIT

## CHARACTER ANIMATOR

### CONTACT

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### TOOLS

- Autodesk Maya
- Photoshop
- 3D Studio Max
- Premiere
- Sound forge

### LANGUAGE

- Hebrew
- English

### HOBBIES

- Guitar player / Music lover
- Figure Drawing
- Backpacking the planet
- Video Games

### NATIONALITY

- German
- Israeli

### WORK EXPERIENCE

- 2022-2023 ● Lead Animator  
**Pure Imagination Studios, LA**  
Lead Animator on "Piece by Piece" A Feature Animation about Pharrell Williams Life
- 2020-2022 ● Lead Animator  
**MoonActive, Tel Aviv, Israel**  
Lead Animator and part of the founding members of the studio's 3D division. I was in charge of the animation department where I developed ideas, animated and supervised animators.
- 2019-2020 ● Senior Animator  
**Animal Logic, Sydney, Australia**  
Animated on "Peter Rabbit 2" Feature Film
- 2017-2019 ● Lead Animator  
**Axis Studio, Glasgow, Scotland**  
Team Lead and Senior Animator, Latest project - Syfy "Happy!" Season 1 & 2
- 2015-2016 ● Character Animator  
**Weta Digital, Wellington, New Zealand**  
Animated on "Alvin and the Chipmunks 4" Feature Film
- 2013-2014 ● Character Animator  
**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"
- 2006-2010 ● 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.

### EDUCATION

- 2005 - 2006 ● **Vancouver Film School**  
**Classical Animation, Vancouver, Canada**  
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 place 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.
- 2005 ● **Ed Hooks**  
**Vancouver**  
Acting for Animators- Master class
- 2005-Present ● **Figure Drawing sessions**

### AWARDS

- 2006 ● **Won First Place "WAC" Animation Magazine Short Film Festival**
- 2006 ● **Official selection, Red Stick International Animation Festival**
- 2007 ● **Official Selection, Factory Nights 04 '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

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

Aaron Gilman  
Animation Supervisor at Weta Digital

#### 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 Animation

#### 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

Jimmy Johansson, Rigging TD, Kompost  
worked directly with Roy at Kompost

#### Dygra Films

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 treatment

Julio Díez, Animation Director, Dygra Films