

**Name:** Guy Osnat

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### **Skills**

- Illustration and animation in a variety of genres and styles
- Proficiency with 2D animation in TVP and digital painting in Photoshop
- Understanding Of all the stages of the process, from concept to the final 3D model.
- Ability to collaborate with a team and the art director

### **Work Experience**

- 2022 - 2023 - Playtika, 2D artist,Unity Animator
- 2021 - 2022 - Communix,Storyboarder/Unity Animator
- 2020 - 2021 - The Hive,Lead 2D/Character Animator
- 2020 - Happy Glass Game,2D Character Animator
- 2019 - 2020 - Pil Animation,2D Animator
- 2019 - Breaking the 4th wall, 2D Animator
- 2018 - Plarium Social Gaming, 2D FX Animator
- 2016 - 2017: Snowball Studios, Lead 2D FX Animator
- 2016 - Being Solomon, Full time Light and shadows artist
- 2016 - Blackboard Studios, Full time Concept Artist and 2/3D Animator

### **Awards**

2018 – “Asif” Annual Animation Festival – First place at “Short animation” category

<https://vimeo.com/254740149>

2017 – “Loop de Loop” – won first place at animation contest

<https://vimeo.com/225687312>

### **Education**

Israeli Animation College

- 2013 - 2014 - Concept Design major
- 2014 - 2015 - 2D animation major

**Portfolio** - <http://www.guyosnat.com>

**Showreel** - <http://www.guyosnat.com/animations>