Niv Shpigel

• Concept artist •Director of animation • Lecturer

Address:	Motzstrasse. 34. 10777 Berlin
Phone:	+4915750451332
Email:	shpigonv@gmail.com
Birth date:	16.04.1985
Portfolio:	www.nivshpigel.com

PROFILE

- Award winning artist and director in the fields of animation and video games, with a strong emphasis on storytelling.
- Experienced with leading teams and instructing professionals through creative productions, from conceptualizing to final product.
- Strong ability to design and teach academic programs and courses to fit any academic need.

PROFESSIONAL WORK EXPERIENCE

2014-present   **Director of animation, art director and concept artist, freelance.**

Selected projects:

2020-Present   **Animation director for the video game "Little Coyote Reads", Coyote LTD.**
Leading a team through the creation of levels, in game animations and SFX Using Unity game engine, with assets from Spine 2D and Blender.

2020-Present   **Visual development and game Illustrations for the video game "The Fermi Paradox", Anomaly Games.**

2019   **Concept artist and 3D artist for an interactive visitor center, Pitchipoy animation productions.**

2018   **Comic book artist for LEGO franchise, Blue ocean publishing.**

2017   **Director and designer for the animated/live action music video – "We move" by the Grammy winner N. Y based artist J. VIEWS.**

2017   **Visual development and concept artist for the video game Evology,** (under development)**.**

2015-2016   **Background artist and designer for the animated feature film - "The Legend of King Solomon", EDEN Productions.**

2014   **Director, designer and animator, LOAD, animated short film.** Winner of the Santa Barbra film festival for best animated film.

2014-2015   **Concept artist and Animator,** "**Diwip".** Art assets, character design and background paintings for a weekly updated PC and Android games.

2013-2014   **Concept artist, PitchiPoy animation productions.** Concept art, 3D set creation and matte paintings for "Baldy Heights" feature film.

2012-2013   **Concept artist/Animator, Adventure Mob.** look and style development, background and assets painting, animation and cinematics for "Bolt Reily, a Reggae adventure game".

TEACHING EXPERIENCE

2022-present **Drawing for animation and concept art, BSBI – Berlin School of Business and Innovation.** Animation program, Hamburg campus.

2022-present **Drawing for animation and concept art, SRH University for applied sciences, Berlin.**

2020-present **Visual storytelling course, SRH University for applied sciences, Berlin.**
                  How to apply design principles when turning a story into pictures, how to identify and strengthen the emotional impact through visuals, shot design and composition.

2019-2020   **Various workshops and masterclasses for SAE academy Berlin**.
                  Advanced design for game art, Media analysis workshop, Industry overview workshop, Masterclass: Professional work methods and how to create and produce an award-winning project.

2018-present	**Concept art and visual development course, SRH University for applied sciences Berlin.** How to use shape, values, color, and cinematography in the process of designing believable characters, environments and worlds for games and animation.
2018-present	**Bachelor thesis guidance, SRH University for applied sciences, Berlin.** Personal guidance for students with their thesis work based on individual career plans.

EDUCATION

2007-2011	**B.F.A. In Animation. Bezalel, the academy of arts and design, Jerusalem.**

AWARDS AND PRIZES

2017	**1st Prize,** Draft Sketch animation pitching contest, (Israel)
2015	**Best Animation Film**- Plymouth film festival (UK)
2015	**Best Sound**- Sehsüchte International Film Festival (German)
2015	**Best international short film -** Chilemonos international animation festival (Chile)
2014	**1st Prize, Best Short film OSCAR QUALIFIED** Santa Barbara International Film festival,(USA) 2014
2014	**1st Prize, Experimental film-** Rhode Island Film festival (USA)
2014	**1st Prize, Best Short Film,** Utopia Fest, Tel-Aviv (Israel)
2013	**Best Script,** Maratoon film contest, (Israel)

FESTIVALS AND SCREENINGS

"Weltuntergang", Naturhistorisches Museum Bern, (Bern) 2017-2022

Ciclope Festival, animated film competition, (Berlin) 2017

Palm Springs international shortfest (California, USA) 2014

Seoul international cartoons and animation film festival
(South Korea) July 2014

Anima Mundi (Brasil) July 2014

LA shortfest (Los Angeles, USA) July 2014

Encounters film festival (England) September 2014

The Jerusalem international film festival (Israel) July 2014

Cortoons festival (Italy) April 2014

Edinburgh short film festival (Scotland) June 2014

Euganea film festival (Italy) July 2014

Imaginaria – International animation film festival (Italy) 2014

Animix festival - Asif (Israel) August 2014

NociCortinfestival (Italy) August 2014

Montreal student film festival (Canada) August 2014

Fresh film fest (Czech Republic) September 2014

Animest international animation film festival (Romania) 2014

Chicago international children's festival (USA) 2014

Heartland film festival (Indiana, USA) October 2014

XII Multivision Festival (Russia) November 2014

Foyle international film festival (Ireland) November 2014

SIGGRAPH Asia (China) December 2014

CINEQUEST (California, USA) February 2015

Dam Short Film Festival (Nevada, USA) February 2015

FirstGlance Film Fest (Los Angeles, USA) April 2015

Changing Perspectives Short Film Festival (Turkey)2015

Animatricks Animation Festival (Finland) April 2015

Kingbonn - China short film festival (China) May 2015

SouthSide Film Festival (Pennsylvania, USA) June 2015

Reno Tahoe International Film Festival (Nevada, USA) 2015

New York No Limits Film Series (NY, USA) June 2015

Greenwich International Film Festival (USA) 2015

Calgary International Film Festival (Canada) 2015

Tokyo anime film festival, (Tokyo, Japan) March 2016

Ottawa international animation festival (Canada) 2014

Warsaw international film festival (Poland) October 2014

SERET - The London Israeli film and television festival 2015

SKILLS

Directing for animation, visual development for games and animation, visual storytelling, story boarding, illustration, drawing, painting, 2D and 3D animation, basic texturing, basic modeling, team leading, teaching, course construction and mentoring.

Softwares: Photoshop, After Effects, Illustrator, Premiere, Flash, Tvpaint, Blender, Unity, Maya, Zbrush, Occulus Quill, Oculus Medium, Spine 2D.

LANGUAGES

- **Hebrew- Native Language**
- **English- C2**
- **German- B2**