

EMRI PASSI

3D Generalist | Creative Technologist

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SUMMARY

Passionate about solving creative problems with technical tools and analytical thinking. I specialize in procedural 3D modeling, simulations in Houdini, and technical art/scripting in Unity. Proficient in Python and C#, with experience in LLMs, Stable Diffusion (ComfyUI), and Houdini's ML operators.

A fast, self-sufficient learner who thrives in high-impact, dynamic environments. I take initiative, anticipate challenges, and deliver results while ensuring nothing is left half-done.

EXPERIENCE

3D Generalist & Technical Artist

Self-employed

09/2022 Tel-Aviv

- Working on visual effects for music videos, Development for VR/AR immersive experiences.
- 3D modeling, animation texturing and shading.
- Writing complex interactions with code.
- Utilizing SideFx Houdini's procedural tools to develop fast, iterative, and flexible 3D setups and simulations.

Customer Service Representative

PEI-Genesis

10/2019 - 09/2020 Tel-Aviv

- Established the position from scratch in the Israeli office.
- Developed tools in Excel for tracking orders, RMA's, payments
- Researched ways to improve quote conversion rate

Fire Direction Center Commander

Israel Defense Forces

07/2014 - 07/2017

- Served in the Artillery Corps, holding leadership roles such as bootcamp commander and fire direction center commander
- Concluded service as Sergeant Major with multiple excellence citations

EDUCATION

BA-Film & Television, Digital-Media Program

Tel-Aviv University

10/2020 - 02/2024 Tel-Aviv

- Focus:** Visual storytelling, VFX, interactive storytelling.
- Relevant courses:** Python for Engineers, 3D Modeling & Animation, Unreal Engine, Unity development in C#, AR experiences with Lens Studio.
- Research work:** Visual Perception in Digital Visual-Effects, 3D Films as cognitive agents.

GPA

93 / 100

Introduction to Computer Science with Java

The Open University of Israel

03/2022 - 06/2022

- Topics:** Object-Oriented Programming and CS fundamentals, including Algorithms, Recursion, Complexity, Binary Trees, and Data Types.

LANGUAGES

Hebrew

Native tongue



English

Native level



SKILLS

Houdini Unity Unreal 8thWall

Object-Oriented Programming Python

C# Maya Blender

Substance Painter ComfyUI MLOPs

PASSIONS



Learning

I love learning new things—whether it's 3D math for career growth, a new language, or even a YouTube deep dive. I'm always expanding my knowledge.



Creating

It might sound cliché, but I genuinely enjoy doing great work, especially when creating something from scratch. I always have a personal project going on—whether with friends or on my own.

SELECTED PROJECTS

Pancake

2024

Or Giny's innovative music video, created with virtual production techniques in Unreal Engine.

- Procedural 3D environments and simulations in Houdini for fast, iterative visuals.
- Developed a tool to scatter and stack pancakes for the pancake world's main shot.
- Breakdown: <https://vimeo.com/1027736572?share=copy#t=0>

Miklat

2024

Mobile-based, WebAR experience which deals with the effects of the October 7th events.

- Procedural 3D modeling and texturing.
- optimization and implementation in Niantic's 8thWall WebAR platform.
- Presented in Shenkar's "Gravity Force" exhibition.
- Breakdown: <https://www.emripassi.com/miklat>

Love Is Missing Home (Work in progress)

2024 - Present

VR narrative experience by Ori Zeiger. I lead the development and 3D technical art.

- Writing custom shaders, complex C# interactions.
- Procedural 3D modeling and texturing.
- SOLID principles.
- In-progress footage: <https://youtu.be/MJ7Gzr7ISvc>