

Emri Passi

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Tel-Aviv, Israel

3D TECHNICAL ARTIST & GENERALIST

Dedicated and hardworking 3D Technical Artist and Generalist seeking full-time opportunities in technical art roles. I specialize in Procedural 3D Content Creation and VFX using Houdini, Unity-based development, C# scripting, and Python programming, blending technical expertise with artistic vision to craft immersive experiences. Proactive, self-motivated, and skilled in problem-solving with strong interpersonal abilities.

PROFESSIONAL EXPERIENCE

Freelance **Sept 2022 - Present**

3D Technical Artist & Generalist

Working on visual effects for music videos, film and tv, as well as technical art for student projects in VR, all by utilizing SideFX Houdini procedural 3D content generation abilities.

PEI-Genesis **Oct 2019 - Sep 2020**

Customer Service Representative

Established the position in the Israeli office from scratch. I developed tools in Excel for tracking orders, RMAs, and payments, managed order entry, invoicing, and backlog coordination, and expedited delayed orders. Additionally, I analyzed past quotes to optimize sales and identify the most profitable connectors.

Israel Defense Forces **July 2014 - July 2017**

Fire Direction Center Commander

I served in the Artillery Corps, where I held several leadership roles, including Bootcamp Commander and Fire Direction Center Commander in an operative battalion battery. Last position as Sergeant Major, received multiple citations of excellence for my performance throughout my service.

EDUCATION

Bachelor of Film & Television, Digital-Media Program **Oct 2020 - Feb 2024**

Tel-Aviv University

The Digital Media program emphasizes visual storytelling across new media, utilizing cutting-edge technologies in VFX and interactive storytelling. I completed a Python course with the Electrical Engineering department and gained experience in directing, 3D animation, and interactive real-time experiences, graduating Magna Cum Laude.

Introduction to Computer Science with Java **Mar 2022 - June 2022**

The Open University of Israel

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

APPLIED SKILLS

3D Modeling & Animation (Direct & Procedural - Blender, Maya, Houdini)
Texturing, Shading, and Rendering (Substance Painter, Maya, Houdini, Blender)
Simulations (Houdini: FLIP, Pyro, RBD, Vellum)
Programming & Scripting (Python, VEX, C#, Java)
Compositing & Visual Effects (Fusion, After Effects)
Technical Art, VR/AR (Unity, Unreal Engine, 8thWall)

LANGUAGE

Native proficiency in Hebrew and English