

ZACH BAHAROV

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OBJECTIVE

A versatile artist with a technical background specializing in character animation, I am seeking to join a passionate team working on a challenging project. I am ready to contribute a mix of artistic and technical know-how to solve CG problems and create memorable and visually-compelling character performances.

PROFESSIONAL EXPERIENCE

Lead Animator

Double Fine Productions, San Francisco, California

July 2016 – Present

Title: Psychonauts 2 (PC, Xbox One, PS4)

- Animated in-game characters
- Developed animation style for the project
- Led and supervised animation and rigging teams

Lead Animator, Technical Artist & Rigger

Electronic Arts, Redwood Shores, California

September 2011 – January 2015

Shipped Title: Dawngate (PC)

- Animated in-game characters
- Developed animation style for the project
- Led and supervised animation team
- Supported content team by scripting rigging and animation Maya tools in Python and MEL

Animator, Technical Artist & Visual Effects Artist

Electronic Arts/Maxis, Emeryville, California

January 2009 – September 2011

Shipped Titles: Darkspore (PC), Spore (PC)

- Animated in-game characters
- Created real-time particle effects for character abilities and environments
- Scripted Maya tools in MEL to automate artist tasks and ensure art asset consistency

Technical Artist Intern

Electronic Arts, Redwood Shores, California

June - September, 2006

Shipped Title: The Simpsons Game (2007)

(Xbox 360, PS3, PS2, Wii)

- Rigged game characters in Maya
- Scripted Maya artist tools in MEL

EDUCATION

Gobelins, L'École de L'Image, Annecy, France, 2015 – 2016

- *3D Character Animator Training Course*

Animation Collaborative, Emeryville, CA, 2014

- *Advanced Animation Critique*

Stanford University School of Continuing Studies, Palo Alto, CA, 2012

- *Public Speaking Class*

Animation Mentor, Online, 2008 – 2009;
2011

- *Animals & Creatures Master Class*, 2011
- *Advanced Character Animation Studies*, 2009

Northwestern University, Chicago, IL, 2007
Cum Laude Graduate

- *Bachelor of Science in Communication*
Major: Film
Major: Computing & Information Systems
Minor: Animate Arts

SOFTWARE COMPETENCIES

Maya | Python | MEL | Unreal 4 | Photoshop | After Effects | Premiere | ZBrush | Perforce

LANGUAGES

English: Fluent | **Bulgarian:** Fluent | **French:** Conversational (DELF B2)

ACTIVITIES & INTERESTS

- **Dancer & Singer**, Antika Bulgarian Folk Ensemble, May 2010 – Present
- **Clarinetist**, Rumen Shopov Balkan Folk Ensemble, March – June 2012; 2015 – Present
- **1st Degree Black Belt** (Okuiri) in ParaCombatives Ju-jutsu
- **President**, Northwestern University ParaCombatives Ju-jutsu Club, September 2005 – June 2007
- **Principal Clarinetist**, Northwestern University Philharmonia Orchestra, the university's orchestra for non-music majors, September 2003 – June 2005
- **Hobbies:** Drawing, Painting, Playing Music, Ultimate Frisbee, Soccer, Skiing & Snowboarding