

Contact

Links

[Website](#)
[LinkedIn](#)
[Showreel](#)
[ArtStation](#)

Phone

+(972)54-8141585

Email

shmulik.me@gmail.com

Location

Israel - Available worldwide

Skills

- Character Animation
- Rigging
- Motion Graphics
- VFX
- Modeling
- Texturing / Materials
- Lighting / Rendering
- Compositing / Editing

Software

- Blender
- Maya
- Unity
- Unreal
- After Effects
- Premiere
- Photoshop
- Substance Painter

Selected Clients & Collaborations

Warner Bros / Rovio / Zynga / King / Plarium / Playtika / Superplay / HBO / NetEase Games

Languages

Hebrew - Native

English - Fluent

References

Dana Behar

Head of Studio, Liniad

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Michal Beeri Lev

CEO, Juno AI - Cortica

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Shmulik Meshulam

3D Animator / Generalist

Animesh Forge - Freelance 3D Animation

Creative and technically versatile 3D Animator with 6+ years of professional experience across game development and commercial production. Specialized in character animation, 3D content creation, technical problem-solving and motion graphics. Experienced in delivering polished animation and production-ready assets from concept to final delivery, while adapting quickly to different styles, pipelines and project needs.

Experience

3D Animator / Generalist

Animesh Forge

2026 - Present

- Providing freelance 3D animation and content services for games, brands and creative projects.
- Creating character animation, motion content and production-ready 3D assets from brief to final delivery.
- Managing client communication, scope, feedback cycles and final delivery with a focus on quality and reliability.

3D Animator / 3D Lead

Oligame

2023 - 2025

- Produced character, object and particle animations through to Unity-ready final assets.
- Supported modeling, textures, shaders, rigs and presentation renders when needed.
- Took on 3D Lead responsibilities during the last half year, supporting visual direction and production priorities.

3D Animator

Liniad

2020 - 2023

- Created varied animation projects and managed 3D content production for studio clients across different requirements.
- Worked on character animation, rigging, effects, motion graphics, AR lenses/filters and general 3D production.
- Contributed to projects for brands including Rovio, Zynga, King, Plarium, Warner Bros and others.

3D Animator / Generalist

SM - Animation & 3D

2020

- Created animations and 3D characters for games, product commercials and independent projects.
- Delivered projects connected to Playtika, Starkist and additional commercial work.
- Managed client briefs, animation revisions and final delivery as a freelance creator.

3D Animator

Cortica

2020

- Built and modified character rigs for production animation tasks.
- Created hyper-realistic animation, retargeted motion capture and used rotoscoping when required.
- Worked with HumanIK, Advanced Skeleton and Mixamo to support character animation workflows.

Education

3D Animation & Design - Diploma

2017 - 2019

IAC, Israel Animation College - Tel Aviv, Israel

Character Animation - Mentoring Program

2019

FBF, Frame By Frame - Canada (Online)