

# ZACH BAHAROV

## ANIMATOR

Citizenships: U.S.A. and European Union  
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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)*

- Keyframe animated highly-stylized characters
- Created layouts for cinematics
- Led and supervised animation and rigging teams
- Set up and maintained Anim Graph in Unreal

### Lead Animator, Technical Artist & Rigger

*Electronic Arts*, Redwood Shores, California  
September 2011 – January 2015

*Shipped Title: Dawngate (PC)*

- Keyframe animated characters and creatures
- Developed animation style for the project
- Led and supervised animation team
- Scripted auto-rigging tool used to generate all character rigs on the project

### Animator, Technical Artist & Visual Effects Artist

*Electronic Arts/Maxis*, Emeryville, California  
September 2007 – September 2011

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

- Keyframe animated characters and creatures
- 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, 2018

- *Advanced Animation Critique*
- *Advanced Acting for Animation*

**Animation Mentor**, Online, 2008 – 2009; 2011

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

**Northwestern University**, Chicago, IL  
2003 – 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 | MotionBuilder | Adobe Creative Suite | ZBrush | Perforce

## LANGUAGES

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

## ACTIVITIES & INTERESTS

- **1<sup>st</sup> Degree Black Belt** (Okuri) in ParaCombatives Ju-jitsu
- **Clarinetist**, Rumen Shopov Balkan Folk Ensemble, March – June 2012; 2015
- **Dancer & Singer**, Antika Bulgarian Folk Ensemble, May 2010 – 2015
- **President**, Northwestern University ParaCombatives Ju-jitsu 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