

Almog Mizrahi

Visual Innovator - Art Director - 3D Artist and Real-Time Graphics Specialist.

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Hey, I'm Almog, a senior visual developer and 3D artist working at the intersection of VFX, Innovation, design, and real-time graphics.

For more than two decades, I've worked across film, commercials, games, and emerging technologies.

I come from a background that blends traditional art and technical intuition, and was drawn to computer graphics very early on.

My passion for video games, films, and storytelling pushed me into the 3D industry at a young age. What started as curiosity quickly became a lifelong direction.

My background spans around years across the full production pipeline: 3D production, compositing, and real-time engines.

I enjoy turning ideas into visuals that feel believable, polished, and emotionally impactful.

In recent years, my work has focused on real-time experiences, where the challenge is not only how something looks, but how it performs and reaches a wide audience.

the goal is always the same: create something that feels alive.

I've had the chance to collaborate with and lead talented artists, engineers, and teams around the world, finding their passion and the best ways to contribute to projects connected to major brands, films, and interactive platforms,

at the intersection of creative strategy, cinematic quality, emotion, and engineering.

And as a team, we built tech demos with visuals that helped companies present and sell their technology, and initiated worldwide campaigns.

My approach has always been driven first by aesthetics, how something looks, feels, and communicates emotion. At the same time, I'm deeply interested in interaction and real-time systems, where visuals are not just seen, but experienced dynamically.

The balance between artistic sensitivity and technical understanding continues to guide my work today.

My expertise:

- Art Directing & working with teams across countries. (Sales, artists, technical artists, and engineers)
- 3D Production (modeling, texturing, shading, lighting, rigging, animation, rendering)
- Cinematic Lighting & Look Development
- Cinematography & Photography (camera language and composition)
- GPU Real-Time Engine Lighting & Shading (Unity, Unreal)
- Real-Time Optimization
- Simulation & FX (particles, fur, muscles, special effects)
- Compositing, Color Grading, Camera Tracking, motion capture.
- AR / MR Development
- Creative Strategy & Brand Safety
- Public Speaking and lecturing.
- Vibe coding
- Adopting Emerging Technologies, AI Collaboration & Creative Workflows
- Communication, Practical brainstorming and delivery.
- Fast adoption of tech and emerging tools in tight deadlines.

Tools & Software & 3d packages

- Autodesk 3ds Max (full stack Mastery)
- Autodesk Maya (for animation)
- Blender (secondary tools)
- ZBrush
- Marvelous Designer
- MotionBuilder

Texturing

- Substance 3D Painter - After Effects - Premiere Pro- Photoshop

Rendering

- V-Ray (on any platform) Arnold Redshift

Real-Time Engines (lighting shading, scene assembly)

- Unity & Unreal Engine

AI tools

Tyflow ComfyUI Midjourney NanoBanana Veo3 ChatGPT Claude Gemini and more.

Traditional art skills Figurative drawing - Anatomy study, figurative sculpting, Metal work. storyboarding.

Professional Experience

Snap Inc.

Staff Technical art engineer / Art Director - Advanced graphics & creative team.

Tel Aviv · 2021 – Present

Leading high-end visual development at the intersection of cinematic quality and real-time performance.

Highlights

- Directed development of large-scale interactive visual experiences on Snapchat's global platform.
- Translated film-quality assets and lighting into optimized real-time systems for mobile hardware.
- Collaborated with engineers to push rendering techniques including reflections, materials, and lighting.
- Art-directed cross-disciplinary teams of engineers, artists, and technical creators.
- Developed experiences for global brands and major entertainment franchises.
- Balanced aesthetics, performance, scalability, and brand integrity across millions of devices.
- Built and designed tech demos to unlock global scale campaigns with major IP's.
- Engaged with spectacles development.

Selected Collaborations Disney • Lucasfilm • Apple • HBO • Global entertainment and technology partners.

Adshir - local ray

Art director - senior 3D artist, Creative team.

Tel-Aviv 2018-2021

Creating and Demonstrating next-generation real-time rendering technology on light devices.

- Produced high-end demonstration visuals showcasing the platform's capabilities.
- Helped communicate the potential of real-time graphics to partners and investors.

Highlights

- Work contributed to the company's acquisition by Snap Inc.

3d & vfx industry

3D Visual Development & VFX - 3D Artist -3D Generalist.

2004- 2017

Worked with studios, agencies, and technology companies on visual development, VFX, and real-time projects across film, commercials, and interactive media.

- Created high-end 3D visuals, look development, and lighting for commercials and digital campaigns.
- Collaborated with directors, artists, and developers to bring concepts from idea to final image.
- Delivered production-ready assets and shots under tight timelines and evolving creative requirements.
- Adapted cinematic workflows to emerging real-time and interactive platforms.
- Contributed to technology demos and visual presentations used by companies to communicate new products and ideas

Speaking & Industry Contribution

SIGGRAPH Speaker 2023

Presentations on real-time graphics, production workflows, and visual technology.

Practical discussions on bridging cinematic pipelines with interactive platforms with a Disney starwars studycase.

Autodesk Media & Entertainment featured 2024.

Recognition for contributions to the usage of 3d graphics and visual technology.

Patent listing

•Co-Inventor — US Patent 12,354,211 B2 -Ray Tracing Between AR and Real Objects
Developed techniques allowing augmented objects to interact visually with real environments through reflections in AR.

Others.

Contributed to Award-Winning Commercial Productions VFX / 3D work.

Cleveland Museum of Art , Featured 3D animation created using the museum's open-access photogrammetry collection.

Education

Senior Lecturer - IAC 2014 - present

- Senior Lecturer - Course lead - VFX & Game Development
educated and mentored hundreds of students on their way into the industry.
helping them build portfolio-ready work and real professional production habits.
- I taught innovation, computer graphics, and creative thinking alongside 3D pipelines, game design, and development.
Gently art-directed, mentored, and coached students and junior staff.
Certified and graduated students upon successful completion of the program.