



## Contact

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## Skills

### Post-Production

After Effects, Blender, Premiere, Photoshop, Illustrator, Figma, DaVinci Resolve, Avid

### Production

Producer, Director, VFX supervision, assistant director, set management

### Pre-Production

Creative, script writing, storyboarding, Office, schedule management, Google Docs, Slack, Monday, Asana, Trello, ClickUp

## Education

### Blender Course

2021  
FridayLab

### Color Grading Basics

2020  
Timeline

### Diploma in Film & Art

2011-2015  
Minshar for Art

## Languages

English Fluent

Hebrew Native

## Citizenships

Canadian

Israeli

# Yoni Miloh

Motion Design · 3D Animation · VFX · Creative

Versatile post-production expert with over 10 years of experience, specializing in motion graphics across the 2D and 3D dimensions. Skilled in end-to-end video production for screens of all shapes and sizes, combining creativity and technical expertise to deliver impactful, brand-aligned visuals. Proficient in managing complete creative processes efficiently while collaborating with cross-functional teams.

## Studio Experience

Motion Graphics & Animation | 3D Artist | Art Director | VFX & Compositing

- 2024 - ongoing Karmi ve Cohen | An award-winning production and creative agency
- 2022 - 2024 Market Masters \ Guttman's Studio | One stop shop production & post
- 2021 - 2022 Vo1 | Boutique Post-production Studio
  - Collaborated closely with directors, producers, composers, colorists, and designers on a variety of projects
  - Created animations and motion graphics (2D & 3D) aligned with storyboards and brand guidelines
  - Delivered high-quality VFX, compositing, rotoscoping, and removal work
  - Supervised on-set VFX to ensure smooth integration into post-production workflows
  - Consistently met tight deadlines in fast-paced environments for advertising firms and broadcasting channels
  - Worked on multiple projects simultaneously
- 2014-2015 Screemo | startup company specializing in mini-game-like, screen to screen interactions
  - Routine creation of mini game mock-ups using Element 3D, After Effects and Blender
  - Design "interactions" UX & UI for mobile and TV screens
  - UI design for the Screemo web platform intended for generating the vmini-games

## Freelance Experience

Motion Graphics & Animation | 3D Artist | Director & Producer | Creative

- 2015-2021
  - Creative director & producer of "Spinball" & "Gravity League" trailers for the Meta Quest app store
  - Created animations and motion graphics (2D & 3D) aligned with storyboards and brand guidelines
  - Motion designer for "Savvy" promotional animation
  - Supervised on-set VFX to ensure smooth integration into post-production workflows
  - Art director and motion designer for "Yozmat Zeneva" explanation video
  - Worked on multiple projects simultaneously
  - 3D product photography for "Rotlex"
  - Motion designer and animator for "Simply Piano"
  - Director, editor, colorist and producer of music videos "Beini VeBeincha Yesh Yam" by: Ziv Shalit
  - Offline Editor and colorist of music video "Sukar, Sukar" by: Marsh Dondurma ft. Rif Cohen
  - Offline and Online editor of "Yakir Yerushalayim" 2020
  - Co-creator, online editor of Eatbeat TL