Netta Gaash
Video editing | Animation | Motion design | Illustration

contact

✉ nettagaash96@gmail.com

📞 Tel Aviv

📍 052-7573006

🔗 www.linkedin.com/in/netta-gaash

SKILLS

Illustrator (Adobe Photoshop, Procreate)
Animator (After effects, Toon Boom Harmony)
Video Editor (Adobe Premiere Pro & After Effects)
AI (Stable diffusion – Lora, control net and mudel merging, Runway, Sora and more)

EDUCATION

Screen Based Arts (B.F.A)
Bezalel Academy Of Arts And Design
2019-2023
Specializing in 2D animation

Highschool education
Misgav Community High School
2011-2014
Part of a combined program for arts and science – 5 units in visual arts and biology. In addition to 5 units in English.

LANGUAGES

Hebrew – Native language
English – Strong

Military service   2014-2016

Operations officer in the Air Force

PROFILE

Creative BFA graduate with a passion for games concept arts and animation. Eager to learn and develop both personally and professionally, I am dedicated, hardworking, and adaptable.
I bring a blend of artistic insight and technical skills to projects.
I seek to collaborate and contribute to innovative endeavors.
I thrive on appreciating the value of teamwork.

Portfolio

nettagaash.com

WORK EXPERIENCE

Animation, Compositing and video editing   2020-2025
freelance

- worked on a wide range of projects, collaborating with museums, artists, and both large and small businesses.
- specialize in After Effects, Premiere Pro, Toon Boom Harmony, and more.
- I bring ideas and stories to life with meticulous attention to detail.
- Demonstrated long-term project management skills. Overseeing projects from inception to completion while consistently meeting deadlines.

Illustration and Design   2016-2025
freelance

- Specializing in Character and environment design.
- Children's books, video and games assets, textbooks, covers, posters, and murals.

Animator, after effects, video editing   2024
ELP

- Animated and design videos. Projects included marketing videos, explainer videos, documentaries, and more.
- Managed multiple editing projects from storyboard development and initial drafts up to the final delivery on time.