



BARUCH INBAR

Cell: 512-222-7824 • baruch@snaut.com • www.SNAUT.com

CREATIVE STRATEGIST, VISIONARY ARTIST, WRITER, DIRECTOR, PRODUCER, CONTENT CREATOR

Illustration • Art Direction • Production • Original Content
Animation • Film • Games • Advertising

Accomplished illustrator and hands-on designer with success in creating, developing, packaging and selling high quality, franchise-oriented entertainment properties: animated features, films, books, toys and merchandising and branded entertainment. Possess up-to-date knowledge of entertainment industry, design, toy development, and educational trends in family genres. Proven track record of successful creative management and business leadership. Combine ability to create and identify and develop winning properties, in-depth understanding of studio system and worldwide business marketplace, strength in brand building across multiple platforms. Exceptional relationships with talented artists, writers and performers across all media. Gifted designer and artist, storyteller, designer, thinker and writer.

Skills include:

- Original content creation and development for film, TV, animation, web, games
- Creative direction, design, illustration and art direction, sculpting, painting, story boarding
- Design direction and development
- Branding, PR & Cross-Promotion
- Multi media and cross platform content creation, production and development
- Advertising and marketing campaigns inception, development and implementation
- Franchise & Original Properties
- Writing from synopsis, treatment to a final script
- Character design and development for animation, merchandising and toys
- Product and toy design, development and manufacturing
- Production: Concept to Completion
- Team Leadership

PROFESSIONAL HISTORY

SNAUT ENTERTAINMENT, LLC – FOUNDER AND PRINCIPAL

2003 — PRESENT

Leading a multi disciplinary studio in the fields of: illustration, art direction, design, children's intellectual properties, copywriting, animation development, character development for TV, toy design, visual development, storyboarding, advertising campaigns, merchandise and product development, original content writing for film, TV, art and creative direction, graphic design, ideation, conceptualization, creative consulting. Worked with industry leading international companies and brands: **JAKKS PACIFIC Toys, HBO, Animation Lab (Israel), Anonymous Content, Radical Media, Media Factory (India), Comedy Central, LISA FRANK, LEGO, Cartoon Network, FOX 2000, Adult Swim, Disney Consumer Toys, Disney/ Buena Vista, Paramount Animation, Sony Animation, Lenny Kravitz**, and more.

TELL A VISION AGENCY

2007 — 2011

Independent consultant, consulting to Fortune 500 companies on advertising campaigns, content and creative development: **AT&T, Diesel, Aleve, Coca Cola, Chevrolet, Capital One, Disney Resorts, Exxon, Nike, Walmart, General Electric** and others. Working with top US and European ad agencies: Radical Media, Anonymous Content, Radium and others. Roles included: creative direction and art direction, hands on graphic design, illustration, storyboards and mood boards.

FOX 2000 – INDEPENDENT PRODUCER AND CREATIVE CONSULTANT

2007 — 2010

Developing with the studio an animated feature with a budget of \$150 million, based on Baruch's adaptation of the novel **THE WIND IN THE WILLOWS**. Consults to the studio to develop the characters and story line and expand the property to cross platforms to become franchise oriented film and television. Worked directly with studio director Elizabeth Gabler ("**Alvin and the Chipmunks**", "**Marley and Me**") and Rodney Ferrell, a studio executive ("**Eragon**") and A list film producer, Neil Moritz ("**Sweet Home Alabama**", "**Fast and the Furious**", "**22 JUMP STREET**") – on film development and proposed directors.

DISNEY/ BUENA VISTA – INDEPENDENT PRODUCER AND CREATIVE CONSULTANT

2002 — 2006

Pitched, and sold the Walt Disney Pictures/ Buena Vista studio executive Nina Jacobson, an animated feature adaptation to the classical novel **THE WIND IN THE WILLOWS**. Created original artwork, sculptures, character designs, set designs and wrote original treatment.

GRAVITY POST PRODUCTION, TEL- AVIV, ISRAEL – CHIEF PRODUCTION SUPERVISOR

1996 — 1997

Created graphic assets for cutting edge 3D sequences and managed implementation with producers, directors and animation teams. Worked directly with executives and producers from top Israeli advertising agencies and film production companies.

TYREX MULTIMEDIA, RAMAT-GAN, ISRAEL – CHIEF ANIMATOR AND ART DIRECTOR

1995 — 1996

Managed a team of animators, designers and illustrators in the development of award winning CD-ROMs. Job responsibilities included art direction, 2D animation from concept to completion, graphic design, programming implementation, communication with clients and affiliate companies.

THE ISRAELI DEFENSE FORCE , ISRAEL – LIEUTENANT COMMANDER

1991 — 1995

Served as a liaison officer, representing the IDF (Israeli Defense Forces) affairs at the Gaza Strip and the Rafah-Egypt border, working to delegate the job of the international organizations and agencies that operated within those areas, such as: UNRWA, The International Red Cross, Save The Children Federation, Doctors Without Borders, Amnesty International and others. Worked closely with delegations, consulates, embassies and high rank Israeli government officials.

Languages: English, Hebrew, Russian and Arabic

EDUCATION & AFFILIATIONS

Art Center College of Design. B.F.A , Entertainment Design (2001) Distinction Award
Recipient of Art Center College of Design Achievement Alumni Award (2006)