



I'm a dedicated and enthusiastic UX/UI designer with a diverse background in graphic design, web design, digital marketing, concept art, 2D art, 3D art, and animation. I'm excited to find my next opportunity.

# Work Expirience

# Freelance Designer

UX/UI Designer, Concept art & 2d Art | 2024 - Present



### Playtika

UX/UI Designer, Concept art & 2d Art | 2018 - 2023



#### **Etoro**

Freelance Graphic Designer | 2017



# Net - Bet

Marketing & UX/UI Designer | 2013-2016



## Comverse

Art Lead Graphic Designer | 2010-2012



#### Vista System

Senior Graphic Designer | 2008-2010



- Currently, I'm engaged in a variety of freelance projects, designing apps, websites, and developing unique brand identities. My focus is on crafting visually compelling, user-centered experiences that balance aesthetics and functionality across platforms.
- Led end-to-end product design: UX/UI assets and features for our games, creating concept, sketches, mockups, wireframes and animations.
- Concept art & 2d art: creating environments, objects, charters and game elements.
- CRM Design: creating visually engaging content, such as in games ads, banners, promotions and illustrating promotion assets. visually engaging promotion assets.
- Game Machines: Executed machine art, integration and animation.
- Designed marketing materials including campaigns, landing pages, banners and ads.
- Managed the printing process for various marketing collateral.
- Executed projects from A to Z.
- Designed responsive websites for desktop and mobile platforms.
- creating concept, sketches, mockups and wireframes.
- Designed campaigns and landing pages
- Responsible for the printing of various marketing materials
- Led and mentored a team of designers, providing guidance, feedback and support to ensure high quality design.
- Executed projects from A to Z
- Designed and developed training products including eLearning systems, sites and video content.
- Designed websites, email campaigns and banners
- Developed Flash videos, created 3D models using 3ds Max, and performed video editing
- Designed trade show displays and various printed materials

Education

UX/UI Design (Supplementary course) | 2023 - 2024 | Unity | 2023 | B.Design, Kinneret college | 2000-2003 | Visual communication

Language

English - Advanced | Hebrew - Native

#### Skils























