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# HADAS DRORY NOAM

Hi! I'm a senior game artist with over 10 years of experience and a huge passion for making quality, fun games. I have worked on many different types of games, including puzzle, education and social casino. I am a driven and independent worker, having completed several personal game projects on my own.

## EXPERIENCE

TANGELO GAMES  
Game Artist  
2018 - 2021

Responsible for a complete game art bundle, including character design and illustrations, animation, UI, environments and the full 3D pipeline used in mobile games. Also a part of the game design team, contributing to game ideas, the game loop, and player experience.

EZGAMES  
Lead Game Artist  
2016

Responsible for complete creative development of a new social casino app, including illustration of characters, animals and props, as well as leading the creative department and guiding the art team in the studio.

PLAYTIKA  
Slot Designer  
2014 - 2016

Responsible for slot concept and vision, leading Slotomania's game projects throughout execution, including:

- Defining game style, color palette, symbol hierarchy and overall look & feel
- Providing feedback and guidance for artists throughout production
- Conducting ongoing independent research to be at the top of the industry and push our product's quality to the limit.

CRAFTY ARCADE  
Artist  
2011 - 2014

Responsible for art concepts, final assets and animations for a fully animated stop-motion game - iPollute. The game was featured worldwide on the App Store and Google Play and won an award at GDC Play.

## EDUCATION

SCHOOLISM IN-HOUSE  
WORKSHOP  
2015

Studied digital illustrations from top professionals, including Bobby Chiu, Jason Seiler and Thierry La-Fontaine, in the Imaginism Studio at Saint-Germain, Canada.

BEZALEL ART ACADEMY  
2007-2011

B.F.A. in Screen Based Arts, including participating in a student exchange program to Middlesex University, London.

## LANGUAGES

ENGLISH  
HEBREW

## PROFESSIONAL SKILLS

PHOTOSHOP	● ● ● ● ●	MODELING	● ● ● ● ●
BLENDER	● ● ● ● ●	ANIMATION	● ● ● ● ●
UNITY	● ● ● ● ●	UI	● ● ● ● ●
LOWPOLY 3D	● ● ● ● ●	GAME DESIGN	● ● ● ● ●