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HADAS DRORY NOAM

Hi! I'm a senior game artist with over 6 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

FREELANCE

Game Artist
2017

As a freelance artist, I provide a complete visual design & development of games. including: character illustration and animation, graphic design, and the full 3D pipeline used in mobile games.

Worked with companies such as Plaustudios and Valiant Game Studios

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



ILLUSTRATOR



UNITY



LOWPOLY 3D



ILLUSTRATION



ANIMATION



UI



AFTER EFFECTS

