WEBSITE

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HADAS DRORY NOAM

Hi! I'm a 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

FREELANCE 3D Game Artist 2022 - unannounced project Responsible for designing, modeling and texturing sets of 3D assets for mobile games, including characters, props, creatures and items. Some also requiring rigging and animations. Assets designed for the unity engine and implemented in it.

TANGELO GAMES
Game Artist and Designer
2018-2021

Responsible for a complete game art bundle, including character design and illustrations, animation, UI, enviorments 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

PLAYTIKA Game Designer 2014 - 2016 Responsible for slot concept and vision, leading Slotomania's game projects throughout execution, including:

- Defining game requirments and features, including game flow and loops Defining game style, color palette, symbol hierarchy and overall look & feel
- Providing feedback and guidance for all teams working on the game 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/ Game Designer 2011 - 2014 Responsible for art concepts, final assets and animations for a fully animated stop-motion game - iPollute. The game was featured wordlwide 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 particiating in a student exchange program to Middlesex University, London.

LANGUAGES

PROFESSIONAL SKILLS

ENGLISH HEBREW PHOTOSHOP

BLENDER

ANIMATION

UNITY

SUBSTANCE