

# Amit Roz

illustrator | Concept Artist | Graphic designer

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[Portfolio](#)  
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## SKILLS

Adobe Photoshop  
Adobe Illustrator  
Adobe After Effects CC  
Adobe InDesign  
Spine 2D  
Character Design  
Prop Design  
Graphic Design  
Motion design  
UI/UX Design

## LANGUAGES

Hebrew: native  
English: advanced

## EDUCATION

**2017-2021 B.Design**  
(Visual Communication)  
Bezalel Academy  
of Arts & Design

**2008-2011 Full Matriculation**  
(Arts honours) Misgav  
Community High School

+

**2022:** Volunteered in The  
Monster Project Israel

**2021-present:** Featured in a Charles  
Bronfman Auditorium Exhibition

**2011-2014:** Mandatory military service

## PROFILE

As a versatile and creative illustrator and designer, I am passionate about the art of storytelling and crafting captivating user experiences that align with your brand. I thrive on design challenges and enjoy creating visually stunning content across a range of styles. As a quick learner, I eagerly embrace new tools and methods, adapting to different work environments, collaborative and independent projects.

## EXPERIENCE

### 2023 Uncaged Studios · Freelance Content Artist

- Refined and revitalized the visual language of a product.
- Designed and illustrated new characters to complement the story narrative.
- Developed concepts for game sites, loading screens, and character accessories.
- Designed and illustrated "special ability" cards.
- Collaborated closely with 3D and UI designers.

### 2022-2023 Matific · Concept artist/Spine Animator

- Created captivating illustrations and animations for characters, backgrounds and props.
- Collaborated with a pedagogical team to develop engaging educational content for children.
- Exercised meticulous attention to detail, focusing on coherent and engaging user experience and storyline.
- Consistently met strict deadlines.
- Contributed to the story writing and visual design of new game episodes.

### 2021-2022 Playtika Ltd ("Pirate King") · Concept 2D Artist

- Participated in the art team and collaborated with the monetization and copywriting teams.
- Created concept art and rendered game assets, specializing in character and prop design.
- Maintained efficiency while upholding high product quality standards.
- Successfully designed and illustrated new game assets.

### 2020-2021 Lightricks · Graphic and motion designer

- Created attention-grabbing advertisements.
- Edited videos and app tutorials for social media platforms.

\*References Available Upon Request