

YARON GRANOT



CONCEPT ARTIST
ILLUSTRATOR
UI\UX DESIGNER
2D ANIMATOR



TECH SKILLS



PHOTOSHOP ILLUSTRATOR



AFTER EFFECTS PREMIERE



PROFILE

I'm a games-oriented **conceptual artist** who specializes in creature & character design, a **UI\UX designer** with strong illustration skills and a **2D sprites animator** with a great passion for games. I'm **reliable, work fast** and **committed to get the job done on time**.



EXPERIENCE (RECENT)

ILLUSTRATOR 2018

HEELEET Designed the cards, box covers art, board illustration, tokens prints, guide books and promo-art for Heeleet's upcoming board games.

UI\UX DESIGNER 2018

GAMERADA Designed the entire UI\UX of Gamerada's upcoming title - **Boots Of Legend**. My work included designing all of the menu screens, HUD elements and scripting animations for the users' experience.

ILLUSTRATOR\ANIMATOR 2017

JUDA Desinged the animated story clip for **Zion Baruch's** vampire horror tv-show - **Juda**. For more info on the project, check out [this link](#).

UI\UX DESIGNER 2016

PLAYTIKA Designed the entire UI for **Slotomania's** brand new feature and had a major part in shaping the art direction. My work included UI/UX Design of the entire feature, icon design, illustration various assets and designing wireframes for future developments.

CONCEPT ARTIST 2015

YASHINSKI STUDIO Designed the helmets concept designs and art direction for a **Black Eyed Peas** music video. Had the pleasure to work with **Will.I.Am**, who personally gave feedback on my work and was directing my designs.



[MY ARTSTATION PROFILE](#)
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[FACEBOOK.COM/YARONGRANOTART](https://www.facebook.com/yarongranotart)



PORTFOLIO LINKS:

[ARTSTATION ACCOUNT](#)

[BEHANCE ACCOUNT](#)

[LINKEDIN ACCOUNT](#)

[FACEBOOK ART PAGE](#)

MY INDIE DEVELOPMENTS:

["VOLCANO TOWER"](#)

["NEONBALL"](#)

["SELFCRIFICE"](#)

+972 54-5762331



EXPERIENCE (PAST)

UI DESIGNER & ILLUSTRATOR 2015

KAZOOLOO Re-design of the entire UI & HUD of the augmented-reality mobile game **Kazooloo**.

My work included UI/UX Design, illustration, 2d art and 2d animations of game assets (sprites & interface).

GRAPHIC ARTIST, UI DESIGNER 2014

OVERWOLF Re-design of **Overwolf's** in-game appstore.

My work included UI/UX design, web design, illustration and video editing. Collaborated with major game related companies such as **Riot Games**, **Wargaming**, **S2 Games**, **ArenaNet**, **Teamspeak**, **Nvidia** and **Twitch**.

CONCEPT ARTIST, 2D ARTIST 2013

SPACE COWBOYS STUDIO Started by working as a 2D artist on a mobile game project called **Backyard Shootin'**, and worked my way up to become the concept artist for their AAA project.

My work included 2d art, illustration, UI design and concept art.

GRAPHIC DESIGNER, UI DESIGNER 2009-2012

BRIEFCAM Designed the UI of **Briefcam's** apps and was in charge of the marketing\branding materials.

My work included UI/UX Design, Roll-Up Design, Product Design, Branding, Promotional Videos Editing and Social Network Management.



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