

ABOUT ME

- 2D Artist, Character Designer and Animator specializing in stylized characters, environment design, storytelling, and game UI.
Experienced in Unity integration and cross-functional team collaboration from concept through production.
Passionate about creating memorable visual experiences through expressive character design, animation, and world building.

SKILLS

- Art:

2D Art
2D Animation
Character Design
Environment Design
Concept Art
Storyboarding + Animatic
UI Design

Software:

Unity
Photoshop
Illustrator
Procreate
Procreate Dreams
Premiere Pro
Nomad Sculpt

EDUCATION

- Graduated with Honors from the Art Program
Dekel Vilnai Ort High School
Ma'ale Adumim, Israel.
2019

Bachelor of Design (B.Des.)
Visual Communication
Bezalel Academy of Arts and Design
Graduate 2026

BIG PROJECTS

- "BOND" – University Game Project

Served as the lead 2D Artist and Animator.
Collaborated closely with another designer, developing ideas and the game's visual direction together through brainstorming and iteration.
Designed characters and developed environmental assets.
Established the game's visual identity and storytelling through animation.
Prepared and implemented 2D assets in Unity, including Sprite Sheets, Prefabs, and animations.
Worked alongside three developers throughout production.

"Work in Progress" – Graduation Project

Served as a 2D Artist and Animator. Collaborated with a programmer from the Hebrew University of Jerusalem throughout the project, working together on the creative process from initial brainstorming to development. Was in charge of the characters, environment elements, assets, typography, and UI, while developing the game's visual identity and storytelling together.

LINKS

- <https://itay-ben-shabat.itch.io>