



HAGAI ITZHAKI

Visual development and illustration

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EXPERIENCE

Freelance Visual Development artist, Tel Aviv

December 2019 — Present

BG Designer for The Legend of Vox Machina - Season 3.

Freelance 2D artist for game companies such as:

Playtika, Candivore etc.

Worked with small clients in developing their unique intellectual properties.

Gravity Creative Space, Tel Aviv Concept & Post production artist

January 2017 — December 2019

Live action Background design and matte painting.

Pre-production concept art for TV advertisement.

EDUCATION

The open university of israel, Ra'anana B.A in economics and psychology

October 2012 — April 2017

Self taught artist

Acquired my artistic skills through books and online tutorials.

Will Weston's: Drawing for composition, Composition for film, Mad science, Digital painting, Character composition
Style development, Advanced projects.

Traditional and digital draftsmanship
Software: Adobe Photoshop, Adobe Illustrator, Blender
language: English and Hebrew

RELEVANT COURSEWORK

SKILLS

Citizenship

Dual citizen, eligible to work in both Israel and the European Union.

References available upon request