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Yaron Granot

Concept Artist, Illustrator, 2D Sprites & VFX, Visual Development

About Me

I'm pursuing a concept-art, visual development, illustration or game-design (2D sprites & VFX) position in the entertainment industry. I want to be a part of a skilled designers team from which I further extend my skills-set and knowledge as an artist.

Experience



Employee designer, illustrator and video editor

- 2009-2011 – Graphic designer at [Briefcam](#), video synopsis company.
- 2012 – Concept artist and 2D designer at [Space Cowboys Studio](#), game dev studio.
- 2014-2015 – Graphic designer, UI designer, illustrator and video editor at [Overwolf](#), in-game pc appstore.

Freelance concept-artist and illustrator

- 2003-2005 – Pixel-artist\animator for [Gamebit](#) and [OneManBand](#), mobile gaming.
- 2013 – Key illustration for [Mobixon](#), augmented reality game project.
- 2015 – UI designer and illustrator for [NC Arts](#), augmented reality game project.
- 2015 – Helmets concepts for [Yashinski](#), [Will.I.Am](#) music clip.

Proficiency

- **PHOTOSHOP** (2d concept art, illustration, visual development and design)
- **ILLUSTRATOR** (2d UI, logo design, web design)
- **AFTER EFFECTS** (2d VFX, sprites animations)
- **PREMIERE** (video editing)
- **TRADITIONAL** (sketching and painting)

Other Skills & Occupations

- People person, team player, love working with people in a fun and productive atmosphere.
- Self taught artist.
- Full control over all standard Windows applications (Office, internet browsers, etc....).
- Fluent Hebrew and English.

Military Service

Three years of service as a tank commander in the Israeli Armored Corps (2005-2008)