

# Yael Shapira

2D/3D Artist

[2D portfolio](#) / [3D portfolio](#)

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## Professional Profile

I'm an experienced 2D/3D artist with a passion for creating games. I have a sharp critical eye and strong problem solving skills. My wide range of artistic skills is combined with technical abilities thus allowing me to better understand the overall pipeline and operate within a multidisciplinary team.

## Skill Set

**Disciplines:** Game Art, Illustration, Graphic Design, 2D Animation, UI, Web Design, 3D Modeling and Texturing.

**Software:** Photoshop, Illustrator, Flash, Harmony, After Effects, Premier, Unity 3D, Maya, Zbrush, Substance Designer, Substance Painter, Body Paint.

**Coding Languages:** HTML, CSS, ActionScript.

## Experience

### 2D Artist --- The Station

Sep. 2015 – Present

An interactive narrative indie game set in space by Kevin Harwood (TBA)

- Created 2D art and graphic designs for world building
- Collaborated on design and animation of UI

### 2D Artist --- Spirit Games

Dec. 2015 – Feb. 2016

Casual mobile game (TBA)

- In charge of 2D art design in Isometric style
- Created UI for the game

### Artist/Designer --- The Station --- CDM Industry Project

May 2015 – Aug. 2015

Launch strategy and website for an indie game.

- Collaborated on web design and UX design
- Created art for the website, game's logo and documentation

### Artist --- Work [at] Play --- CDM Industry Project

Feb. 2015 – Apr. 2015

A suite of second screen mini-games.

- Designed and created characters, environments and UI for the game Amazed
- Collaborated on ideation, game design, user testing and game balancing

### Graphic Designer --- Rotary View --- Freelancer

May 2013 – Sep. 2013

- Post processing work in After Effects for 360° product display videos

### Graphic Designer --- Freelance

Feb. 2013 – Apr. 2013

Various independent freelance works.

- Designed web pages, UI for apps, slideshows etc.

## **IT technician --Trot**

**Nov. 2012 – May 2013**

- Provided remote troubleshooting and technical support for Windows Server environment, including communication infrastructure

## **Artist --Independent studio work**

**2004 – 2014**

- Mentorship from artist David Boskovich
- Specialized in various oil painting techniques and burning on wood

## **Education**

### **Master of Digital Media – M.A**

The Center for Digital Media

**2014 – 2015**

### **Bachelor of Humanity Sciences – B.A (hons)**

Open University of Israel

**2008 – 2014**

- Film studies/Philosophy

### **Interactive Designer certificate**

Avni Institute of Art and Design

**2006 – 2011**

### **System Administration course**

Israeli Defense Force (IDF)

**2003 – 2004**

## **Participated Event**

Full Indie Meet Up, Global Game Jam, Ludlum Dare Game Jam, Vancouver Room-Scale Vive VR Jam, Oculus' Mobile VR Jam.