

# Omri Koresh, Art Director, 2D Artist

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Seasoned lead art director with 11-years experience in graphic design and 2D art; 4-years experience with managerial creative positions. Supervised development of several high-profile projects, while managing teams, creating bridges of communication between departments, and keeping up with critical deadlines with respect to budget needs, engine capabilities and evolving gameplay. Seeking new opportunities and ventures in creating or overseeing artistic driven cross-platform games.

## Experience

### 2020 - **Art Director**

2021 *A production of a vertical slice "unannounced project" [All in! Games], Krakow, Poland.*

- Supervised a Multi-functional team of 9 people from ideation through final project - with VFX/3D/2D/level art etc.
- Created art guidelines + female character designs.
- Incorporated and explored client suggestions and directives; resolved questions and concerns; coordinated and built a vision with the art team.
- **Due to NDA agreement can show materials though video conference.**
- Employer: [norman.lenda@allingames.com](mailto:norman.lenda@allingames.com)

### 2018 - **Art Director Pre-Production Phase / Artist**

Present *"Alice: Asylum" Mysterious [American McGee], Shanghai, China.*

- Supervised a team of five 2D artists according to the tasks allocated by American. Created an "art bible" for "Alice: Asylum," a third installment of the game franchise "Alice madness returns" and "American McGee's Alice."
- Created **high end, atmospheric art, character design, posters and physical merchandise design, matching the world of "Alice Madness Returns."** Employer: [american@mysterious.design](mailto:american@mysterious.design)

### 2016 - **Graphic and Web Designer**

2018 *Yahav Digital – Online marketing company, Tel Aviv, Israel.*

- Managed marketing: Print and Social network ads.
- Created WordPress sites, simple stores and overall design.
- **Created and maintained a unique look and logo for each client.**

### 2015 - **Art director and 2D artist**

2016 *A production of complete assets and 2D art for Brightly Games, Mobile games company, Tel Aviv, Israel.*

- Created UI, GUI, Objects, Idle Animations, Backdrops.
- Designed promotional and general art.

### 2012 - **Graphic Designer**

2017 *Tlalim Group, private schools education company.*

- Designed promotional Posters and Diagrams
- Managed an array of marketing.

## 2011 - **Freelance Artist**

- Shave Now Group – Graphic Designer & Photoshop Artist 2011 - 2017
- Product Retouch, Banners, array of marketing, promotional materials, Websites Layout, UI/UX.
- Book covers for independent writers, 17 Covers and counting.
- Concept art for various Movies (Ascendants the Movie, *Killing the King*).
- Concept art for mobile games (Jelly Joy, Cocktail run, Ironsun Limited and More [NDA]).
- Character concept art, atmosphere concepts, layouts and (3D) textures.
- **All kinds of 2D art. I am a very skilled painter and I can create highly realistic images as well.**

## 2009 - **2D Artist**

2010 *Corbomite Games, Mobile game company, Tel Aviv, Israel.*

- Created UI/UX, assets and backgrounds.
- Designed and created various art for mobile games (Cocktail Run, Bolt Riley, and more).

## Education

2013 **Bachelor of Fine Arts, Shenkar College of Engineering and Design.** Tel Aviv, Israel.

## Skills

- Coordination, creativity, vision.
- Project and team management.
- Photoshop (Master Level), Illustrator, InDesign, WordPress.
- Resolving operational problems.
- Creative problem solving.
- Working well with budget cuts and minimal tools.
- Proactive listening and communication.
- Fast thinker and autodidact.
- Fluent in Hebrew and English languages.

