

OMRI KORESH

ART DIRECTOR
ART LEAD



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Haarlem, Netherlands

omrikoresh.com/Art

SKILLS



Proficient

Photoshop, Figma, Adobe suite, Indesign, Premiere pro, Illustrator, Canva

Talents

Painting, character design, promotional art, character spreadsheets. Concept art and Atmospheric art. UI UX design, retouching, brand identity creation, management of a team between small to medium and general graphic design.

Familiar

CSS, HTML, Wordpress, Elementor, Wix

Language

Fluent in Hebrew & English (8/9 IELTS)

Learning Dutch

EDUCATION



Bachelor of fine arts, Shenkar College of Engineering and Design, Israel.

UDEMY COURSES



Figma, Anatomy for Figure Drawing and Comics, the art of Manga, Manga Comics,

ADDITIONAL



My freelance business has opened in 2011 and was defined as "Art and Graphic design". Up until now I have had over 70+ costumers. Including companies from the gaming industry, publishing companies and high tech.

I create anything and everything 2D.

From painting book covers to web design.

I am a classically trained artist.

PROFILE



I am an art lead / Mid level art director with 13 years of experience in 2D art and 6 years of managerial creative positions. I'm seeking a professional environment where I can apply and enhance my skills. I look forward to collaborating and innovating in this new dynamic setting. I moved from Israel to the Netherlands, I am learning dutch and i'm excited to work with you

WORK EXPERIENCE



2019 - 23

Contract

USER INTERFACE DESIGN & ILLUSTRATOR, JUNO GROUP Production Company, Tel Aviv, Israel.



- Designed User Interfaces for several mobile apps in different genres.
- Designed game assets and 3D characters when needed.
- Designed complete print and general graphics.

2018 - 23

FTE 80%

ART DIRECTOR & LEAD ARTIST, MYSTERIOUS Design Studio, American McGee (Alice Asylum) for EA GAMES, Shanghai.



- Managed a team of 7 artists (2D / 3D) Task flow and Deadlines.
- Alice Asylum Design Bible available [Here](#)
- Created game art: atmospheric, character design, promotional, concept art
- Designed physical merchandise, worked with factories in china.
- Designed print and created illustrations.

2020 - 21

ART DIRECTOR, IRONBIRD CREATIONS Gaming Company, A full production of a vertical slice, Krakow, Poland.



- Managed 9 artists VFX / 3D / 2D Within Budgets and Deadlines
- Mentored the art team members including master classes.
- Oversaw the UI / UX, animations and worked with the technical artists
- Created complete art guidelines and female character designs.

2015 - 20

CREATIVE DIRECTOR & WEB DESIGN, YAHAV DIGITAL Digital marketing Agency, Tel Aviv, Israel.



- Complete graphic design Management, from branding to web.
- Managed Marketing, Social / Google ads campaigns.
- Created branding, printed ads, physical business signs
- Designed and built WordPress sites

2014 - 15

LEAD ARTIST, BRIGHTLY GAMES Mobile Games, Tel Aviv, Israel.

- Rebranded an existing game and Redesigned art
- Created concept art and character design.
- Created UI / GUI / Assets / Idle Animations / Backdrops.
- Created promotional art for socials and campaigns.