

Shai Panaga

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shaipink.com | References available upon request.

Summary

Imaginative and dedicated graduate from Uppsala University seeking an entry-level creative role. Four years of experience in creating art commissions for clients and three years of experience in working with independent game projects.

Experience

Freelance 2D Designer & Illustrator | June 2019 - Current

shaipink - Remote

- ❖ Create 40+ illustrations based on client needs, with many repeat clients
- ❖ Design 25+ character/creature designs for clients, with many repeat clients
- ❖ Self-manage time and pacing of projects
- ❖ Delivered all finished projects within 3 weeks of initial proposal

Graphic Design Internship | March 2023 - June 2023

Brainnest - Bremen, Germany

- ❖ Collaborate with team to create 3 cohesive design packages
- ❖ Design social media templates, logos, and style guide

Skills

Constructive Feedback | Collaboration | Time management | Problem-solving
Photoshop | Illustrator | Blender | Clip Studio | Unity | Unreal | Jira | Agile | Scrum

Education

Concept Art Mentee | September 2023 - November 2023

Digital Painting Studio - Remote

- ❖ Design characters, environments, and props in semi-realistic style
- ❖ Render realistic materials and forms efficiently
- ❖ Study human anatomy, composition, and other fundamentals

Bachelor of Arts in Game Design, Minor in Graphics | September 2023

Uppsala University - Visby, Sweden

- ❖ Create, animate, and integrate 2D and 3D art assets within game engine
- ❖ Design characters, logos, and special effects for game projects
- ❖ Analyze and document game design principles
- ❖ Collaborate with other artists, programmers, and designers