# AMITAY AMAR MOTION DESIGNER

# ABOUT ME

I'm an expert in the field of Graphic Design, a 2D Artist and a Motion Designer. Hobbies: 2D/3D animations, illustration, photography, music and surfing. My ambition is to develop and learn new things and I'm eager to experience my next challenge in the field of Animation.











## PORTFOLIO:



https://amitayamar.wixsite.com/tikavodot

## **WORK EXPERIENCE:**

#### Playtika, Graphic Designer

2024-Present

2019-2024

2017-2018

- Currently working as a gaming designer in the monetization department at Playtika
- I working in a dynamic environment with a tight schedule and consistently meet all set goals.
  I embrace challenges and bring creative solutions to success.

#### John Bryce Solution, Senior Graphic & Motion Designer

- Studio manager in the field of Motion Design
- Designing animation, training and marketing videos; including sketch, storyboards and production in After Effect
- Designing content and animated videos for social media
- Producing & creating study materials e learning in Storyline
- Designing marketing content for customers

## Brendale, Grahpic Designer

- Produced animated videos and interactive banners for websites
- Illustrated in Photoshop/Illustrator, including editing and animation in After Effect
- Used creative innovation to develop unique branding strategies for businesses: designed logos and business cards, built landing pages and websites in WordPress

2016 Grahpic Designer, Printing house in Tel Aviv

Designed business cards, wedding invitations, rollup baners, digital albums, flyers and more

### **EDUCATION:**

2014-2016 Majored in Graphic Design - The Open University - Hasifa, The Green Village

2007-2010 High school diploma

#### **MILITARY SERVICE:**

2011-2013

## Communications technician in the Home Front Command, Ramle, ICT Corps

Worked on locating and troubleshooting a variety of military radio communication systems and classified devices

## **SOFTWARE EXPERIENCE:**













# LANGUAGES:



Native language



High level