

Kathleen (Kayla) Bagay, Concept Artist & Illustrator

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LINKS

[Portfolio](#), [LinkedIn](#), [Instagram](#)

PROFILE

- 6 years of experience in 2D Digital Art.
 - Skilled in use digital graphic softwares: Adobe Illustrator & Photoshop.
 - Adapt range of art styles: from semi-realism to cartoon stylized.
 - Ability to work in a team.
 - Meet the deadlines.
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EMPLOYMENT HISTORY

2022 — Present

Concept Artist & Illustrator, Freelance

- Works well independently and on a team.
- Effectively communicates with colleagues, superiors, and clients.
- Exhibits excellent self-discipline and self-management skills.
- Works to build long-term relationships with clients and companies.

Nov 2022 — Dec 2023

Illustrator, Mesiba Games

- Created illustrations for a game that accurately captured the cute childish style.
- Worked closely with Art Director and Game Designer, ensuring all the illustrations were delivered on time.

2017 — 2019

Computer Network Manager, The Israel Defense Forces (IDF)

- Worked closely with Unit Manager to ensure timely completion of administrative tasks.
 - Provided optimal assistance to the General Manager and handled a variety of tasks.
 - Settled any customer disputes in a professional and pleasant manner.
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PROJECTS

Nov 2022 — Dec 2023

Zoom In: Find Hidden Objects

Mobile (Android)

Created vectored illustrations with Adobe Illustrator. ([Link](#))

EDUCATION

Mar 2019 — Oct 2022

Bachelor's Degree, Tiltan School of Design and Visual Communications

Israel

Bachelor's Degree in Game Art (2D) & Design.

- Participated in hackathons & game jams aside from studies.
 - Worked as a positive and enthusiastic team member.
 - Worked to maintain a neat and organized working environment.
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SKILLS

2D Art

UI Art & Design

Adobe Illustrator

Organization Skills

Adobe Photoshop

Problem Solving

Character & Environment Design

Attention to Details

Digital Art

KNOWLEDGE

Adobe Premiere Pro & XD

Autodesk Maya

Unity

LANGUAGES

English

Hebrew