

Shaked Livne

shakedportfolio.com

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Education

- 2024** **Unity Course** - IAC in collaboration with the Hands On Games school
- 2022** **B. Design in Visual Communications, Game Design and Animation major** - Shenkar college
- 2010** **Graduated Democratic School, Film-making major** - Hadera

Work Experience

- 2023** **Matific** - In my role as a Technical Artist and UI Designer, I focused on designing and refining game elements, optimizing and exporting art and animations for production, and generating new assets
- 2019 - 2023** **Dot Compliance** - Creating, designing and implementing marketing videos, motion graphic design, company swag, internal branding and designing the company's yearbook achievements
- 2018 - 2019** **Maariv** - Ongoing editing of ads and articles using Indesign and Photoshop tools

Volunteering

- 2012 - 2013** **National Service** - Assisted in kindergarten at the Democratic School in Hadera, through the Shlomit Association
- 2010 - 2011** **National Service** - Counselor for at-risk youth in Neve Yosef neighborhood in Haifa, through Tarbut Movement

Knowledge & Skills

- Unity
- Construct 3
- After Effects
- Premiere pro
- Illustrator
- Photoshop
- Indesign
- Animate
- Touchdesigner
- Concept Development
- Classic/Cut Out Animation
- Manual/Digital Illustrations

Languages

- **Hebrew** - Native language
- **English** - Highly proficient

Hobbies

Tabletop Role Playing Games, Board & Video Games, Books & Comics, Drawing, Fantasy & Science Fiction