

# Kathleen (Kayla) Bagay, Concept Artist and Illustrator

Israel, (+972) 54-285-2555, itskaylabs.art@gmail.com

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## LINKS

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

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## PROFILE

- Experience in creating 2D digital art.
- Proficient in using digital graphic software.
- Utilize a variety of art styles.
- Demonstrated ability to meet deadlines efficiently.

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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](#))

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## 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 Digital Art

UI Design

Adobe Illustrator

Organization Skills

Adobe Photoshop

Problem Solving

Character & Environment Design

Attention to Details

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## KNOWLEDGE

Adobe Premiere Pro & XD

Autodesk Maya

Unity

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## LANGUAGES

English

Hebrew