Kathleen (Kayla) Bagay,
Concept Artist and Illustrator
Israel, (+972) 54-285-2555, itskaylabs.art@gmail.com

LINKS

PROFILE

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

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.

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.

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