

Vadim Sverdlov
Art Director, Illustrator, Concept Artist

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Portfolio

Work Experience:

2014-2017: Concept Artist, Plarium Global (Israel)

Plarium Global is home to some of the best talent in the social gaming industry, currently employing over a thousand talented, dedicated professionals across its various development studios in Israel and Ukraine.

Working as a concept artist, character designer, weapon specialist, and general Vis-Dev. I was involved in visual development from the earliest stages to the final design and concepts on various projects.

2008-2014: Art Director, Gravity (Israel)

Gravity Israel specializes in creating original content as well as enhancing existing media for commercials, feature films, TV, broadcast, music videos, video games, virtual worlds, and web environments.

Worked as concept artist, character designer. I was part of the development of design process and concept creation for the Israeli and global firms (clients included: Ford, Telephone, Hasbro, Microsoft, Tic-Tac, etc.). I was involved in the Creation and production of environment concepts based on marketing guidelines and requirements.

2005-Present: Freelance Illustrator, Concept Artist

Worked on a wide range of projects, including graphic design, front/end development, branding identity and illustration. Worked with a wide variety of clients ranging from studios, small businesses and independent artists.

Education:

2004-2008: Bachelor of Graphic Design (B.Ed.Des)

Wizo Academy of Design & Education, Haifa, Israel

Active army service:

2000-2003: First Sergeant in the IDF, "Maglan" Special unit

Skills:

Expert in Adobe Photoshop, good knowledge in Illustrator, InDesign, Blender, photography, silk-printing, mural arts, traditional drawing.

Languages:

Russian, Hebrew, English.

More about me:

I Love drawing in my free time, clay sculpting toys, silk-printing (t-shirts and other prints). Fond of street art and urban culture. I'm always willing to hang out with friends and visit interesting places.

References available upon request