NIR SCHINDLER
TEL-AVIV, ISRAEL

LEAD ARTIST/ UI DESIGNER / ILLUSTRATOR

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Freelance Senior UI Designer Caesars Casino - Playtika
01.2017 - Present

Under contract freelance UI Designer/Artist on mobile and web Caesars Casino game

Senior UI Designer at Goodgame Studios (Gaming company - Germany)
02.2015 - 05.2016

Working in a fast paced and dynamic new Puzzler game division as a part of UI team, taking part in developing unique UI style language, designing GUI assets and materials.

UI Team Art Director Slotomania (Playtika) (Social an Mobile gaming)
11.2014 - 03.2015

Leading and Art directing a team of UI designers, animators and sound technitions for creating numerous new game features, promotions, responsible for the overall game design consistency (web and mobile).

Senior UI Designer at Playtika (Social an Mobile gaming)
08.2013 - 11.2014

Making new features come to life, as well as enhancing existing user experience, for Slotomania and Caesars Casino - two extremely successful games which thrived on over 12 platforms including iOS, Android, Amazon, Mobage, VK, Odnoklassniki and more. Our process was fast paced and agile. Each sprint had me involved in the product's whole life-cycle: wireframing, designing polished art assets, animating and producing integration-ready Flash files.

Lead Web Designer at Webiz (E-Commerce Platform)
06.2007 - 05.2012

Web design, marketing and UI needs for the company's platform and products. As the lead designer, I was responsible for designing many of company's websites, defined visual guidelines for marketing campaigns (online and offline), re-branded products and closely worked with marketing and dev teams.

Web Designer at Kuchi (Online advertising and marketing agency)
12.2006- 06.2007

Web design, marketing and UI needs for many of the agency's clients. I created a marketing material such as banners (static, gifs and flash), landing pages, newsletters and websites, defined visual guidelines for marketing campaigns.

Tools and Skills

MacOS and Windows user. Adobe Creative Suite (Fluent in Photoshop, Illustrator, Flash). General 3D work with 3D-Max Studio. Branding, marketing materials and offline media. Illustration, icon design, and 2D animation. Some HTML, CSS, Wordpress. I also quite good at using a Wacom tablets for CG Drawing and Sketching. Photography skills.

Languages

English   Fluent
German   Basic
Hebrew   Fluent
Russian   Fluent

Intrests

Photography, Art,
Sci-fi, Technology,
Nature, Reading,
Fitness

Education

Visual Communication - "Ascola" college of design   2003-2006
Pre-Academic Program - Tel-Aviv University   2002
Computer Graphics   - "Le-Bon" Courses   1995