



SAM OMIDI

Game artist

SUMMARY

I am a game artist who has 5 years of experience in games, starting as a 2D Artist, and gradually transitioning to UI and Concept Artwork.

I consider myself cross-disciplinary, with a good grasp of how all visual pieces of a game become a cohesive whole.

My background is in graphic and visual design, in which I have over a decade of experience.

EXPERIENCE

UI/2D Artist

[Tetra Puzzle, Tehran, Iran | 2018 - 2020](#)

- Created the game concept art for in-game elements such as logo, icons, and loading screens plus power-ups, and insignias;
- Developed high concepts of UI/UX with a cohesive art style;
- Carried out the design of the scenes, interface, and other elements of the game;
- Expert in Photoshop in all aspects such as marketing campaigns, social networking, billboard advertising;
- Created 3D models, rigs, and animation for games by using the Blender;

UI/ 2D Artist

[Architects of Knowledge Age, Tehran, Iran | 2016 - 2018](#)

- Created concept art for in-game characters and elements such as menus, HUD, power-ups, and insignias.
- Illustrated the visual style of the menus.
- Created characters, props design/sketches, environments, and backgrounds.
- Made 2d animation by using Spine and Animation studio;
- Created different effects along with environments in Unity with a Particle system.
- Made promotional graphic assets and resources;

2D Game Artist

[Red Cap Games, Tehran, Iran | 2013 - 2015](#)

- Carried out the design of the characters, scenes, interface, and other elements of the game;
- Created visual effects and storyboards;
- Painted digital illustration of game elements using Adobe Photoshop and Illustrator;
- Created concepts/prototypes, effects, and cinematic with AfterEffects;
- Designed game artwork and innovative concepts for social networking apps;

DETAILS

- 👤 Name: Sam Omidi
- 🎂 Date of Birth: March 3 , 1989
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ABOUT MYSELF

- Enjoying creating fun and playful assets;
- Socially bold, artistic, enterprising, and investigative;
- Possesses new ideas and creativity while willing to learn new skills;
- Keen imagination and visualization skills;
- Strong communication skills, the ability to learn, a
- sense of responsibility, plus a good sense of teamwork;
- Be able to complete the work under pressure efficiently;

SOFTWARE

- Photoshop
- AfterEffect
- Illustrator
- Blender (2D &3D)
- TvPaint
- Spine
- Anime Studio
- Unity
- Construct2
- Unreal Engine

LANGUAGE

✓ **English (Professional Working)**

✓ **Germany (Limited Working)**

SKILLS

- Expert in Photoshop, Illustrator, and Digital Painting;
- Professional experience with creating concepts and clean vector assets;
- Highly skilled in UI/UX design across both PC and Mobile Platforms;
- Strong illustration skills and the ability to animate characters and effects;
- Familiar with Motion Graphics and Compositing;
- Solid art foundation, a thorough understanding of color to quickly sketch your own ideas, ability to adapt to a variety of art styles;
- Have a proactive mindset, test, solve problems and support our "live game".
- Familiar with design software and able to complete the hand-painted design;

EDUCATION

2013 - 2017	Digital Art INVERSE School, Tehran, Iran This classes about 2D animation, Character Design, and Digital Painting
2009 - 2012	Bachelor of Arts Azad University, Tehran, Iran Foundation in Art and Design

PORTFOLIO

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