

ZIV PESSO

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ART SKILLS / TECHNIQUES

Adobe Photoshop CC, Adobe Illustrator CC, Adobe Animate CC, Adobe After Effects CC, Adobe Premiere, Sketch, Invision, Jira, and Unity.

PROFESSIONAL EXPERIENCE

GC Turbo

UI Artist

April 2019 - April 2020

- Helped to establish the visual style of our games. Designed icons, backgrounds, and other 2D assets for games such as “Walking Dead: Endless War” and “Pokémon Medallion” on the Facebook Instant Messenger platform.
- Communicated with remote teams of developers for delivery of game assets and their implementation.
- Created animation mocks for various call to action, button states, in-game transitions, and other in-game effects.
- Pitched ideas to help improve the user experience, such as word terminology, iconography, screen flow, and information layout.
- Created marketing graphics for our games in order to improve retention and Facebook virality.

Game Closure

UI Artist

April 2018 - April 2019

- Designed icons, backgrounds, and other 2D assets for games on the Facebook Instant Messenger platform. These include “Evertown” and “Bust a Move Blitz”.
- Communicated with remote teams of developers in other states and countries in order to set the UI style, task priority, game screen mocks, and asset delivery.
- Created animations for various call to action, button states, in-game transitions, and other in-game effects.
- Pitched ideas to help improve the user experience. Such as word terminology, iconography, screen flow, and information layout.

Game Artist

June 2017 - April 2018

- Worked closely with an Art Director and created 2D Assets such as backgrounds, characters, and icons for games in the Facebook Instant Messenger platform. These include “Everwing”, “Evertown”, and “Bust a Move”.
- Helped the animation team by providing simple animation mocks for the games’ UI.

Storm 8

2D Game Artist

April 2012 - April 2017

- Managed a small team to produce new features for the games “Fantasy Forest” and “Candy Mania”.
- Worked closely with the animation department to help create a binary asset pipeline that included template creation for future reskinning.
- Communicated with the Product Managers, Game Designers, and UI Artists to make sure artwork met the needs of each department.
- Created 2D assets for mobile games. Artwork included icons for the app store, particle effects, and intro screens for various games.

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2D Artist

August 2011 - March 2012

- Worked closely with the art director and a team of artists creating high fidelity 2D assets in Photoshop for a Facebook game called “Ravenshire Castle”.

EDUCATION

Ringling College of Art and Design, Sarasota, FL

Bachelor of Fine Arts, May 2011. Major: Illustration; Minor: Visual Development

General Assembly, San Francisco, CA

User Experience Design, November 2016

ACADEMIC AWARDS

President’s List: Fall 2006 and Spring 2008

Society of Illustrators student Scholarship, Society of Illustrators, Manhattan, NY 2009

Piece “Baboon Portrait” was picked from 5600 illustrations from students around the United States. Artwork was exhibited in the Society of Illustrators’ gallery in New York with other 142 pieces.

Illest of Ill, Ringling College of Art and Design, Sarasota, FL 2009

College exposition judged by Andrew Hem. Artwork picked and exhibited on campus.