

Zohar Shachak

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Profile

As a dedicated concept artist and illustrator, I bring over 5 years of experience in the gaming and animation industries, as well as an extensive freelance portfolio. I am passionate about bringing life to new and vibrant characters, unique creatures, immersive environments and stories. My work uses a variety of styles, rooted in a strong affinity for semi-realistic art, which is often steeped in the fantasy and sci-fi genres, particularly for tabletop and role-playing games. Throughout my career, I've had the opportunity to explore diverse artistic styles while consistently leveraging them to highlight educational and mental health values. My unwavering commitment to my craft ensures that I deliver engaging narratives and compelling visuals to any project I undertake.

Skills

- Concept Art
- Illustration
- Digital Painting (Photoshop, Clip Studio Paint, Procreate)
- Character Design
- Storyboarding
- 2D Animation
- Adobe Suite (Photoshop, Illustrator, Aftereffects, Premiere Pro)
- 3D Modeling (Autodesk Maya, Blender)

Languages

- English (Fluent)
- Hebrew (Fluent / Native)
- French (Conversational)

Publications

Cells at war – Art director
Armamint – Art director, featured at level up 2023
Physics Phestival – Art director
Beast of Gevaudan – Illustrator

Competitions

Atomhawk Art Competition 2023 Participant (in progress)
Level Up 2023
Ubisoft NEXT 2023 Participant
Ubisoft NEXT 2022 Participant
Ubisoft NEXT 2021 Participant

Conferences

The Western Conference on Science Education 2023 - A STEAM game-based learning framework: Maximizing integrated and immersive learning in the classroom

Experience

Art Director – Cells at War (George Brown College / McMaster University) May, 2023 - Present

- Lead a team of student researchers from George Brown College to create stylized art assets for the game while working closely alongside them to ensure consistency of style in final product and provided technical feedback as well as video demonstrations to the team on a regular basis.
- Worked alongside McMaster Biology professors and students to pitch, concept and actualize a series of educational games that help explain the protein cycle within a cell.
- Worked as part of the art team to help create finished assets, using this work as an example to help demonstrate important elements of the art style to other members of the team.

Art Director – Physics Phestival (George Brown College / McMaster University) November 2022 – May 2023

- Created concept art for a re-branding of popular characters used within the McMaster University physics department to better showcase the values of the organization and provide an engaging visual.
- Worked alongside McMaster Physics professors and students to help concept a series of educational games featuring highly stylized art that served as accurate visuals to demonstrate physics principles.
- Lead a team of student researchers from George Brown College to create stylized art assets for the game while working closely alongside them to ensure consistency of style in final product and provided technical feedback to the team on a regular basis.

Illustrator - Beast of Gevaudan (Hounds and Jackals) Summer 2020 - October 2021

- Worked directly with project lead to realize concepts from preproduction stages and into launch, communicating frequently to ensure satisfactory deliverables that assisted the goal of the game as a means to educate and accompany treatment for Post Traumatic Stress Disorder (PTSD).
- Used Adobe Photoshop to create high resolution semi-realistic concept art and illustrations used in game as character 'portraits', advertisements, and for additional supplementary materials.
- Participated in several sessions of play-testing testing of the game near postproduction to provide feedback on gameplay, use of art and overall theme of the game.

Animator / Storyboard Artist - Toronto Youth Wind Orchestra Field placement, 2019 – 2020

- Worked alongside a team of other artists and animators from the Ontario College of Art and Design University to pitch a series of music animations involving unique characters and locations to a representative from the Toronto Youth wind Orchestra.
- Participated in collaborative whiteboard session and critiques to storyboard several scenes in the animation, before moving off to polish the storyboards and create animation keyframes.
- Storyboard work included many rounds of feedback, creating several animatics that were paired with and matched the mood, theme and timing of classical music compositions.

Freelance Work - 2018 – Present

- Created commissioned works such as character portraits or full body illustrations for a variety of clients in a semi-realistic to realistic art style.
- Communicated closely with clients and worked together to ensure a high-quality final product.

Education

Ontario College of Art and Design University (OCADU) – BFA, With Distinction, 2020

George Brown College – Post Grad Diploma (Concept Art for Entertainment), September 2022-present (Dean's List)