Jarred Watkin

Illustrator and Graphic Designer





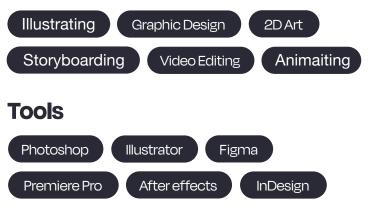


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About

Experienced Illustrator and Graphic Designer with a deep understanding of 2D Art and Monetization. Eager to collaborate and share insights with fellow professionals, I am dedicated to continuous learning and expanding my skill set. I love to work on complex design projects, combining my fields of experties. happy to assist, consult and be a part of a team.

Skills



Work Experience

2023-2024 Scopely (Monopoly GO!)

Senior Monetization Illustrator

Created 2D Art assets for the game, from sketch until the final render.

- 2D Artist Working in a team of Artists, illustrating promotion assets, creating Offers, •
- Tournaments, Milestones and Icons. paying close attention to Logos, Character design, •
- composiotion, storytelling ,color and contrast.
- Monetization Working on a variety of features, designing Monetization campaigns.

2022-2023 Wildlife Studios

Monetization Designer

Created monetization campaigns and social media content, for Tennis Clash and Zooba.

- Graphic Designer Graphics and other design elements. •
- Monetization Designer Working directly with the monetization managers and copywriter to create in-game Popups.

2019-2022 Eric Cohen Books (Book Publisher)

Illustrator & Graphic Designer

Illustration for English learning books in the layout department. Layout Designer, Image and Video editor.

Illustrator and Graphic Designer - Creating 2D illustrations, Logo Designs, creating visuals for Digital and Print.

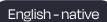
Education

2015-2019 Shenkar College of Engineering and Design

B.Design in Visual Communication, specialized in Illustration.

2006–2008 Ostrovsky High-school





Hebrew - native

Art Studies.