[MAOR SHARVIT](https://www.maorsharvitart.com/" \t "_self)

Maor.mail@gmail.com

Art Direction | Visual Development | Character Design

[Character Design](https://www.maorsharvitart.com/characterdesign" \t "_self)

[Concept Art](https://www.maorsharvitart.com/conceptart" \t "_self)

Art Direction

[Sketchbook](https://www.maorsharvitart.com/sketchbook" \t "_self)

[About/Contact](https://www.maorsharvitart.com/about" \t "_self)

**CV**

**RESUME/CLIENTS**  
   
2020 - 2025

2024 - 2025

Ravensburger

Visual Development Artist

"Disney Lorcana"

2024

Ananei Paramount

Character Designer

Unannounced project

2024

Moosh studio

Art Director

"Eddie & I" (VR experience)

​​​​​

2024 - 2025

Frame by Frame  
Course Instructor  
"Introduction to Visual Development", "Advanced Character Design"

​

2023

UNKJD

Character Designer

Unannounced mobile game

​

2023

The Hive

Location Designer  
Unannounced TV series

​

2022

TMC Animation

Art Director

Unannounced TV series

​​

2022

Bidaya media

Location Designer

"The Adventures of Mansour: Age of AI"

​​

2021-2022

The Animation Club

Course Instructor

"Introduction to Visual Development"

​​

2021

Snowball Studios

Visual Development Artist

Cocomelon

​

2021

Dwarf Animation Studios

Visual Development Artist

Unannounced TV series

​

2021

Albyon

Concept Artist

Unannounced VR game

​

2021

Adventure Lab

Concept Artist

Unannounced VR game

​

2021

The Hive

Concept Artist

Multiple unannounced projects

​

2020-2021

11 Sheep

Art Director

"Guardening Wars"

​​

2020

Lighthouse Studios

Design Revisionist

"El Deafo"

2015 - 2019

2019

Lighthouse Studios

BG and Layout Artist

Multiple projects

​

2019

"Falling with Rex" (short film)

BG Artist​

​

2019

Cartoon Saloon

Character Design Intern

"My Father's Dragon" (feature film)

​

2017

Playstudios

Concept Artist

Multiple mobile games

​​

2016

Ilyon Games

Illustrator

Multiple mobile games​

​

2015

Snowball Studios

Concept Artist

"Dreamtopia"​

​

2015

Sidekick Games

Illustrator

Unannounced mobile game

**PUBLICATIONS**

2023  
Featured on Character Design Quarterly magazine

**EDUCATION**

2019

Gobelins - L'École de L'Image

Exchange student - graduation film

​

2016 - 2020

The Animation Workshop

Bachelor degree in Character Animation

​

2015

Frame by Frame

Course in 2D animation

(instructor: Guy Bar'ely)

​

2014

Frame by Frame

Course in concept design for animation

(instructor: Avner Geller)

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