



MANZAR SEZAVAR

-  Milton Keynes
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SUMMARY

Creative 2D Artist with strong background in conceptualising and producing visually striking artwork for various media. Skilled in utilising Adobe Creative Suite to deliver exceptional designs and illustrations, ensuring projects align with client goals and brand identity. Demonstrates natural talent for storytelling through art, contributing to dynamic and engaging visual narratives. Committed to continuously pushing creative boundaries and delivering high-quality work that enhances visual communication and user experience.

WEBSITES, PORTFOLIOS AND PROFILES

manzarsezavar.com

EXPERIENCE

2D ARTIST, 01/2022 - Current

Bell Fruit Studio, Burton Upon Trent, UK

- Created sketches, digital paintings, and polished artwork for characters and environments aligned with game direction.
- Designed and developed game assets, digital illustrations, concept art, character art, and in-game visual content for production.
- Collaborated with art and production teams to ensure asset consistency and uphold high visual quality standards.
- Produced animations that enhanced visual storytelling and streamlined game development workflows.

SENIOR ILLUSTRATOR, 01/2020 - 01/2022

Sammy Satsuma, London, UK

- Enhanced brand storytelling through cohesive digital illustrations and character designs, contributing to a consistent visual identity.
- Created 24 unique characters aligned with defined personalities and story requirements, enriching narrative depth and audience connection.
- Designed and illustrated recipe book featuring 25 healthy food recipes, enhancing children's and parents' engagement with nutritious meals.

CO-FOUNDER, VISUAL ARTIST, 01/2019 - 01/2020

Kuchiba, Tehran, Iran

- Designed mobile game from scratch, implementing 90 levels with distinct visual language tailored for young players.

- Created 12 characters and supporting game assets based on children's personas, enhancing engagement and immersion.
- Developed core game art informed by competitor benchmarking, user feedback, and iterative testing.
- Refined player experience through play feedback and ongoing visual improvements, ensuring alignment with children's preferences.

PRODUCT DESIGNER & ILLUSTRATOR, 01/2016 - 01/2019

Dastane Man, Tehran, Iran

- Developed personalised visual systems, digital illustrations, and painted components that enhanced user engagement with stories.
- Ideated and designed children's books and visual products, with titles selling more than 13,000 copies.
- Contributed to product and interface design by providing user-centred design insights and light UI/UX solutions.

SKILLS

- | | |
|------------------------|-------------------------|
| • Digital Illustration | • Visual storytelling |
| • Concept Art | • Art direction |
| • 2D Animation | • Character development |
| • Game Art & Assets | • 3D modelling |
| • UI/UX Design | |
| • Spine Animation | |

EDUCATION

Google, 2024
Google UX Design Certificate

Alzahra University, Mashhad, Iran, 2014
Bachelor's Degree: Graphic Design

Art & Culture University, Mashhad, Iran, 2012
Master's Degree: Illustration

LANGUAGES

Persian: First Language

English: C2

Proficient