

Amir Gaizler

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Multidisciplinary designer with a strong mix of experience in digital marketing, UX/UI, and event design. I've worked on everything from in-game promotions and product features to full-scale conference booths and branded installations for leading tech companies.

I bring a practical, creative approach to every project, combining visual storytelling with a focus on clear, engaging communication across both digital and physical platforms.

Work Experience

feb 2023 - Present - UX/UI And Monetization Graphic Designer, Communix

- In-house UX/UI graphic designer for the Monetization and Product departments of Communix-Poker face.
- Created full range of game assets, from targeted features mini-games, pop-ups to banners, backgrounds, and new logos.

Jan 2022 - Jan 2023- Graphic Designer, Playtika

- In-house graphic designer for the Monetization department of Playtika's largest gaming studio, and the market-leader in virtual slot games, Slotomania
- Independently designed in-game assets for live-operations of promotions and other forms of monetization
- Created full range of game assets, from targeted pop-ups to banners, backgrounds, and new logos
- Worked efficiently in rotating teams of designer/copywriter/manager under strict deadlines and heavy workload
- Functioned as an integral part of developing new promotions from brief stage through timely delivery

2021 - 2022 - Exhibition & Booth Graphic Designer, Netto Design House

- Developed and created exhibitor booth designs for large-scale conferences and trade shows across various fields
- Worked from brief stage through full execution with enterprise clients such as Elbit Systems, Verint, SolarEdge, and IAI
- Created and presented 3D models for client and management approval

2021 - Project Manager and 3D Creative, Vii Events

- Designed and created virtual conferences and exhibitions for companies in need of client outreach during the COVID-19 pandemic
- Functioned as the main point of contact with clients and interfaced between internal design departments to achieve the results of clients' creative briefs

Education

2020

• Netcraft Academy
UX/UI

2016-2020

• Bachelor Degree in Visual Communication
and Interior Design at College of Management

2015-2016

• Certificate in Visual Communications
from the 6B Academy

Skills

- Branding & Visual Identity
- User Experience
- UI Design
- Wireframing & Prototyping
- Typography
- Digital Marketing Design
- 3D Rendering

Language

- Hebrew - Native
- English - Fluent

Tools

- Illustrator
- Photoshop
- Adobe XD
- Figma
- After Effects
- 3DS Max
- Rhinoceros
- Power Point
- Midjourney / DALL-E / Genielabs