

ALON OZ

Product Designer

Contact

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Throughout my career, I have worked in many design areas, including graphic design, scientific illustrations, 3D modeling, animation, and currently focus on UX/UI design. I am a self-motivated and challenge-driven designer, with strong autodidact abilities, which makes me enjoy the process from ideation to product creation.

Working experience

Freelancer in graphic design, 3D simulation, post-production and motion graphics

2011 - present

- Creating promotional videos using After Effects and 3D animation
- 3D simulations - structures and products
- Scientific illustrations - graphic illustrations and
- table-of-content
- Collaborations with producers and designers (Studio Bland, Studio Blink, Sal Interactive, etc.)

Breeze Animation - modeling, animation and post production

2010 - 2011

- Working on projects that combine 3D animation and After Effects.
- Designing projects for different companies like Bermad, Huliot, Shamir, etc.

Freelancer - graphic design, 3D simulation, and post-production

2009 - 2010

Education

B.Ed.Des Wizo, Haifa

2004 - 2008

UI/UX - Netcraft Academy

Nov 2021-Jun 2022

Wingate Institute - rowing coach certificate

2017

Army service

Full military service and artillery commander.

1998 - 2001

Computer skills

Figma.

Adobe - Photoshop, Illustrator, InDesign, After Effects, Premiere.

3Ds Max, ZBrush.

Languages

Hebrew - mother tongue

English - fluent