

SHACHAR KORENBLUM

Multidisciplinary Game Designer | Product, Creative & 3D

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PORTFOLIO

PROFILE

Multidisciplinary game designer with over a decade of experience in the games industry and a strong background in casual mobile games. Combines audience insight, creative content development and hands-on 3D expertise to take ideas from research and concept through production and Unity implementation. Brings a product perspective to content, aligning creative decisions with player needs, core gameplay, visual identity and technical constraints. Works closely with developers to turn concepts into engaging player experiences, using AI tools to accelerate prototyping and automate workflows.

EXPERIENCE

2022-2026	DRAMATON Senior 3D Artist / Multidisciplinary Designer • Took on creative content responsibilities beyond 3D production, connecting concept development, visual direction and implementation across casual mobile game titles. • Developed content for Go Dolliz from market and audience research through concept, visual development, 3D production and Unity implementation, with additional responsibility for social content. • Translated audience interests and market trends into characters, fashion, accessories and collections, shaping content decisions around the core loop, product mechanics and visual identity. • Partnered with developers to define how creative concepts would work in-game, balancing player experience, visual quality and technical constraints throughout implementation. • Maintained a cohesive visual language across new content, balancing a recognizable product identity with fresh concepts relevant to the casual mobile audience. SELECTED TITLES Go Dolliz · Squishy Magic · Bruno: Slime Pet
2021-2022	ENWIZE 3D Artist / Industrial Designer Modeled complex machinery and its components for AR training, translating an understanding of mechanical systems into clear visual sequences demonstrating operation, disassembly and repair.
2019-2021	PROFESSIONAL DEVELOPMENT & FAMILY LEAVE 3D Modeling & Animation studies at IAC Completed a 3D Modeling & Animation program while on family leave.
2016-2019	TOYA Designer & Content Curator Created visual content and real-time assets for games, working across concept development, game content, 3D production and implementation.
EARLIER DESIGN EXPERIENCE Karim Rashid Studio, NYC - Industrial Design Internship, 2015	

EDUCATION

B.Des, Industrial Design
HIT · 2015

Game Design & Development
Shenkar · 2016-2017

InGame · Game Design & Development
IDC · 2017-2018

3D Modeling & Animation
IAC · 2019-2021

Jewelry Modeling in Rhino
Shenkar · 2024

GAME DEVELOPMENT RANGE

Market & player insights

Concept & content development

Visual direction

2D-to-3D translation

3D production

Unity implementation

AI-assisted prototyping

TOOLS & LANGUAGES

Unity

Maya

3D-Coat

Rhino

Photoshop · Illustrator

Hebrew - Native

English - Fluent