

Contact

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Education

2024

Google UX Design Certificate

Online course, Coursera

2008 - 2014

Master's Degree, illustration

Art & Culture univesity Mashhad, Iran

Bachelor's Degree, Graphic design

Alzahra univesity Mashhad, Iran

Skills

UX Desgin
Visual Design
illustration
Story -telling

Softwares



Manzar Sezavar

Junior Product Designer 2D/ Visual Artist

About

I'm an entry-level product designer with more than ten years of experience as a 2D artist and illustrator creating creative artworks for different media. I studied illustration at university and always loved to learn more about the products and users; Therefore, I started my exciting journey into the world of product design. I've designed books, games and characters and personalised them based on the users' needs. I've led design teams and communicated with other parts of companies like marketing and product.

Work Experience

2D artist

Present Bell Fruit Studio / Burton Upon Trent

- -Designed and developed the game assets, animations and illustrations.
- -Desgined, Sketched and painted the game characters and concepts.

Senior illustrator

2020 - 2022 Sammy Satsuma / London

- Designed a recipe book containing 25 different healthy food recipes for children and parents.
- Built 24 new and memorable characters for Sammy's books based on defined characteristics and descriptions.

Co-founder, Visual Artist

2019-2020 Kuchiba / Tehran

- Designed a mobile game from scratch and implement 90 levels.
- Designed 12 characters based on 3-7 years old kid's psychological persona to create more engaging experience.
- Competitors benchmarking and reviewed all other players in the market and designed unique value for Kochiba.
- Got feedback from children and improved the experience accordingly.

Product designer and Illustrator

2016-2019 Dastane man / Tehran

- Ideated and designed new books with a focus on empowering kids, which sold more than 13,000 copies.
- Created personalised book experience with designing different combinations of kid's facial parts, so the kid feels more connected with the book and story.
- Designed personalised handicraft to boost parent and kid collaboration and help them to connect and play.
- Managed time and money budget to optimise the product development process and product quality