Leila Rezaei

2D GAME ARTIST | CHARACTER & PROP DESIGN

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2D game artist focused on character and prop design, with studio and freelance experience. I enjoy collaborating, sharing ideas and learning from feedback. Open to revisions and committed to meeting deadlines and delivering careful, well-executed work.

EXPERIENCE

Assistant Illustrator
2026

Hasta Pasta | Timaş Çocuk
Contributed to one book, working on full-page illustration sketches, clean line art and colouring.

Freelance Prop Designer
2025 | One month

Isometric game project
Designed isometric props across three map themes during a full-time freelance engagement.

Game Art Intern
Mar 2023 - Jun 2023

Passion Punch
Created character, environment and prop designs from studio-provided briefs for Iris and Kayıp Şeyler Köşkü.

2D Artist / Intern
Feb 2022 - Nov 2022

Fluffy Fox
Began with a 2.5-month internship, then continued as a 2D artist. Developed game item concepts and digital paintings.

EDUCATION & TRAINING

Anima Okul - Character Design Training | May 2024 - Aug 2024

PNU, Tabriz, Iran - Undergraduate studies in Restoration
c. 2014-2015 | Degree not completed

Tohid High School, Tabriz, Iran - Graphic Design

Artist-led courses | 2026
Digital painting (two months); character design (two months).

Independent learning - Began through self-study, followed by occasional artist-led lessons and assignments. Continued developing through personal practice, courses and tutorials, including Schoolism and Domestika.

SKILLS & TOOLS

Focus: Character design, prop design, concept sketching and digital painting.

Primary tools: Adobe Photoshop, Procreate **| Basic:** Adobe Illustrator

LANGUAGES

Azerbaijani: Native
Persian, Turkish & English: Fluent