

ESFANDIAR (ESI) H.A

2D ARTIST / ILLUSTRATOR, CHARACTER DESIGNER

PROFILE

2D artist, illustrator, and character designer specializing in expressive character work and visual storytelling. With over a decade of experience in illustration, character design, storyboarding, animation, directing, and visual storytelling, I've had the opportunity to work across a wide range of projects: from video games and animated films, to comics and music videos. I'm skilled in industry-standard tools such as Photoshop, Clip Studio, and Toon Boom, and have additional experience with Blender and ZBrush. I thrive in collaborative environments and take pride in bringing ideas to life through teamwork.

CONTACT

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-  [Artstation](#)
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EDUCATION

SIU

Graduate Studies in Animation
2018–2020

TUA

Bachelor of Fine Arts in Painting
2011 - 2016

SKILLS

Software Proficiency:

- Toon Boom Harmony
- Toon boom Storyboard
- Blender
- Zbrush
- Photoshop
- Clip Studio
- Tvpaint

Traditional Drawing and Painting

EXPERIENCE

Crowsworn Game - Mongoose Rodeo, Ontario / Vulture Head Studio , Istanbul

Animatic/ Storyboard Artist, Character Designer, Comic Artist
October 2021 - August 2026

- Created storyboards and animatics for all the in-game traditionally animated 2D cinematics, cutscenes, and trailers.
- Created original character concepts for the game, as well as adapting in-game characters for 2D animated cutscenes and trailers.
- Directed all animated sequences and specific in-game animations. Leading animation, composition, and background teams to align all visual elements with the intended narrative and artistic vision and ensuring consistency of quality.
- Developed the graphic novel visual style for the post-release comic project.
- Created storyboards and directed animated sequences for the Kickstarter trailer, contributing to a campaign that raised over \$1M.

Stardew Valley: Symphony of Seasons concerts - Concerned ape, Seattle

Layout Artist, Character Designer

May 2025 - September 2025

- Designed and created animation layouts for custom concert visuals, ensuring environments and atmospheres aligned with Stardew Valley's music and in-game aesthetic.
- Supervised the character design process, transforming pixel art characters into hand-drawn 2D animated versions while maintaining authenticity to the original game.

Ember Knights Game - Doom Turtle, Ontario

Illustrator, Animatic/ Storyboard Artist, Character Designer

August 2021 - January 2022 / January 2023 - September 2024

- Designed storyboards and animatics for cinematic sequences and trailers in this fast-paced roguelite game.
- Adapted in-game characters for 2D animated cutscenes and trailers, re-designing the animation versions to maintain character integrity without losing quality or key features.
- Created original character concepts for the game, including detailed costumes, personality traits, and unique abilities tailored to enhance the gameplay.

DNAblock (Replikant) - New York

Animatic/ Storyboard Artist, Writer

August 2022 - April 2023

- Developed and finalized original scripts and standalone concepts for animated shorts and videos.
- Created storyboards and animatics for a variety of animated short videos, ads, and music videos.
- Collaborated closely with a team of artists and writers to develop compelling scenarios designed to captivate and engage audiences.

Demons of Asteborg: Castaway Game - Neofid Studios, Paris

Supervising Animator, Character Designer

April 2022 - August 2022

- Created storyboards for the animated launch trailer (release pending).
- Supervised the animation team, ensuring stylistic and technical consistency across sequences.
- created character sheets and concepts for the 2D animated sequences/trailer of this retro-style platformer game, creating engaging and distinct character visuals.
- Designed additional characters for the trailer.

Cattails Game - Falcon Development, Indianapolis, USA

Animatic/ Storyboard Artist

December 2021 - January 2022

- Designed storyboards and developed an animatic for the animated trailer of this whimsical indie game.

Majd and the Librarian Animated Short - Hanzo Films, Dubai

Storyboard Artist, Supervising Animator

October 2021 - September 2022

- Supervised the animation production, providing key frames and overseeing lighting, shading, clean-up, and composition to ensure a cohesive final product.
- Collaborated in developing a distinctive visual style pipeline, combining 2D animation with traced 3D lighting and shading, inspired by Netflix's Klaus.
- Created storyboards and animatics while collaborating with the writing team to deliver an engaging narrative experience.

Oliver Netflix Animated Series - Hijaz Musa/ Hanzo Films/ Netflix

Character Designer, Concept Artist

October 2021- August 2022

- Collaborated in research and development for a new Netflix animated tv series.
- Directed the production of original characters, concepts, posters, and promotional art.

Grime Film - Kirk Films, California

Storyboard Artist, Character Designer

August 2020 - February 2021

- Created storyboards for all animated sequences of this animation/live-action hybrid, translating live-action visuals and performer traits into animated counterparts.
- Designed 2D Comic-style characters based on their real-life counterparts for the fully animated sequences

Izzi et le tombeau du cœur sacré (Izzi and the tomb of the sacred heart) - William Moundji, Paris

Character Designer, Animator

November 2019-July 2020

- Developed original character and creature concepts and sheets for this animated trailer, combining elements of tribal african art with futuristic designs
- Provided key and rough animation for various characters.

Children of Morta Game - 11 Bit Studio, Warsaw

Key/ Rough Animator - Storyboard Artist - Additional Artist

December 2018 - September 2019

- Developed storyboards for the animated launch trailer.
- Oversaw the animation production by providing key frames and rough animations, and supervising animation, background, and composition teams to blend western-anime styles with in-game visuals.
- Provided additional art for in-game use, including unique and detailed pixel art for the UI by combining western fantastic art with middle-eastern miniature art and carpet patterns.

The Last Fiction Animation - 7th Sky Studios

Key/ Rough Animator - Storyboard Artist

July 2013- August 2017

- Developed storyboards for this feature-length animation, blending anime-style designs with western animation art as well as elements inspired by Persian mythology and folklore.
- Created key frames and rough animation passes to establish timing, motion, and character performance during production.
- Oversaw specific stages of animation production, ensuring quality control and stylistic consistency across sequences.

Pegasus Music Video - 7th Sky Studios

Key/ Rough Animator - Storyboard Artist

June 2015 - September 2015

- Developed storyboards for this 2D animated music video, establishing a dystopian visual style well-suited for the alternative-rock track.
- Created key poses and rough animation passes that captured the mood and themes of the song.

Shirley Bassey's "If You Go Away" Feat Rebeat Music Video - 7th Sky Studios

Character Designer, Animator

December 2014 - February 2015

- Created storyboards that reflected the music video's "Ghost in the Shell"-inspired animation style.
- Created key poses and rough animation passes to establish timing, motion, and character performance during production.