



# BOAZ PAZ

DESIGNER | ILLUSTRATOR

My first masterpiece?

A bold, avant-garde exploration of color—splashed across the living room walls. My parents were less enthusiastic about my creative vision, but luckily, I channeled that energy into a lifelong passion for design, illustration, and animation.

Now, with over a decade of experience, I craft engaging visuals with expert precision using Adobe Creative Suite and Figma, bringing brands, stories, and ideas to life.

Beyond creating, I love teaching—whether it's helping someone master the pen tool or proving that Photoshop layers do make sense. At the heart of it all, I believe great design should be as fun as it is functional—preferably with fewer emergency repainting incidents.

# WORK EXPERIENCE

- 2012-Present ○ **Freelance Illustrator & Designer**  
Designed custom logos, maps, mascots, card games, and event invitations.  
Created characters, storyboards, and concept art for animation and education.  
Produced technical illustrations, custom books, and personalised print work.  
Worked with clients like Disney, Marvel, LEGO (via Liquid Animation), and Ekka.
- 2021-2025 ○ **Senior Illustrator & Visual Designer**  
**Nexefy (formerly Compono)**  
Designed UI components and graphics for e-learning courses.  
Created visual assets for animations and interactive content.  
Developed branding elements and style guides.  
Collaborated with motion designers and content teams.
- 2018-2021 ○ **Senior Illustrator & Visual Designer**  
**Teach Starter**  
Designed hundreds of teaching resources, posters, and worksheets.  
Created branding assets and an internal image library.  
Trained colleagues in Adobe Creative Suite.
- 2013-2016 ○ **Mid-weight Illustrator & Graphic Designer**  
**Diwip (Tangelo Games)**  
Designed UI, characters, and promotional assets for online games.  
Created many game themes with custom branding and animation.  
Developed workflow templates to improve asset production.

# SKILLS

Graphic design & branding  
User-interface design (UI)  
Illustration & concept Art  
Layout & typography  
E-learning & instructional design

Teaching & mentoring  
Visual communication  
Workflow optimization  
Self-directed learning  
Creative problem-solving

# EDUCATION

**B.A. in History of Art**  
Ben-Gurion University  
2007-2010

**Advanced Diploma in  
Photography and Media**  
Hadassah Academic College  
2003-2005

# REFEREES

**Errol Hoffman**  
**Lead Content & Product  
Designer / VideoMyJob**  
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**Lara Roche**  
**Art Director / Nexefy**  
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0411 108 622



## THINGS YOU WILL OFTEN HEAR FROM PIRATE NUP...

**This is boring!**

**I can't do that!**

**I only want to do what I want to do!**

**What is the point in even trying!**

**Can you do this for me instead?**

**You can't have that!**

**You're not allowed to do that!**

**I am so bad at this!**

**I already know I won't like it!**

**You can't do that!**

**When you say Nup, that's  
it, you have given up.**

**PIRATE NUP**



Part 1

## Our Dwindling Resources

"If we could build an economy that would use things rather than use them up, we could build a future."  
*Ellen MacArthur, Circular Economy Pioneer*

A key issue with unsustainable business practices is in depleting resources for production. This means that resources are being used up before they can be replenished (either naturally or artificially).

Try ranking the following valuable resources according to the number of years before they run out . You may be surprised by how little time is left before these resources are gone!

Drag to reorder the resources.

☐ Coal

☒ Copper

☐ Zinc

☐ Gold

☐ Silver

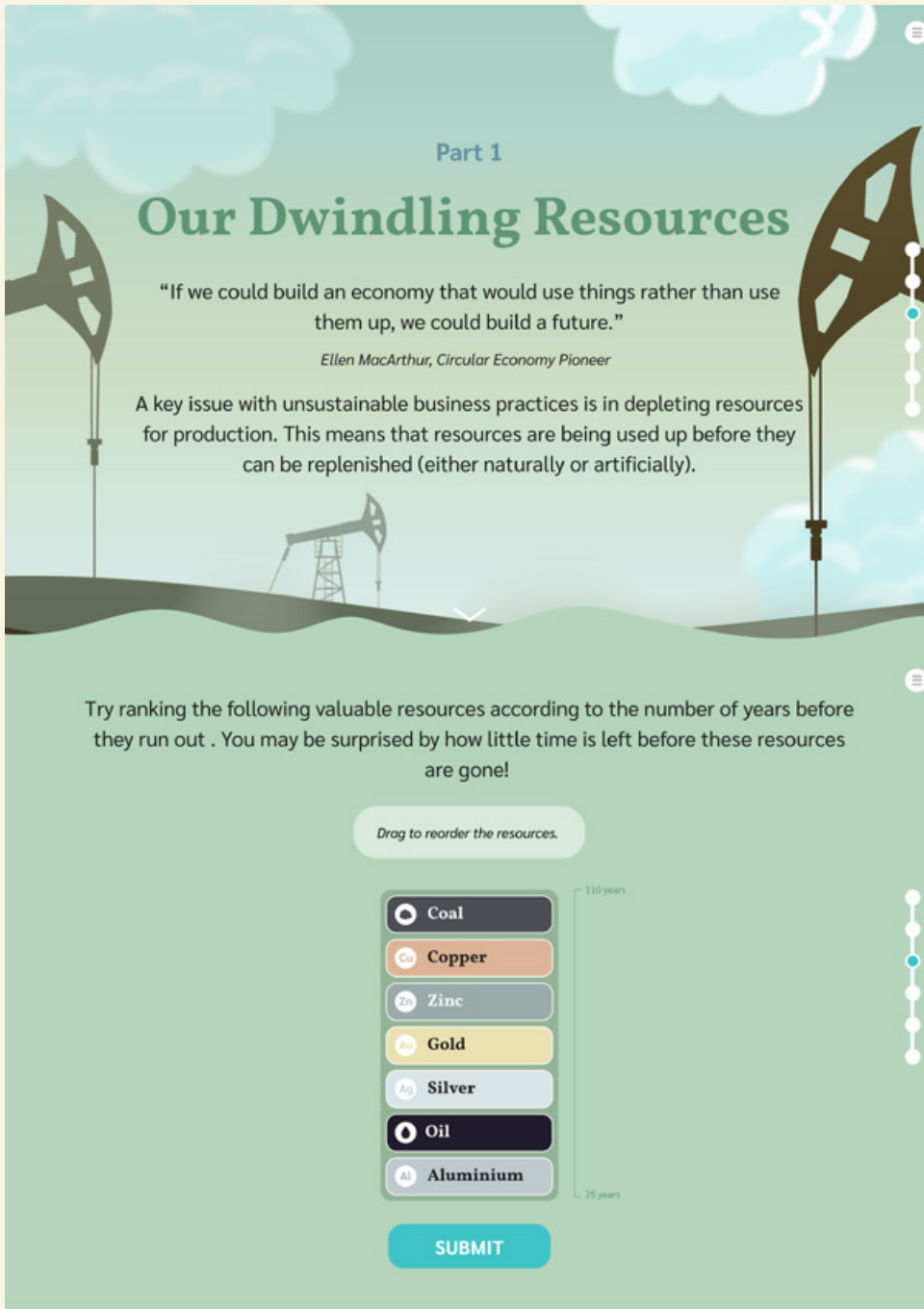
☐ Oil

☐ Aluminium

110 years

25 years

SUBMIT



Part 4

## Technology for Sustainable Business

With its high levels of energy consumption, embedded carbon and rare metals used in hardware production, technology has a massive environmental impact. The huge ramp up in AI in recent years hasn't helped either. For example, **Gartner predicts** that, without sustainable AI practices, we are on the brink of AI consuming more energy than all human workers combined.

Paradoxically, however, technology can also be the driver for sustainable business practices. Let's take a look at some of the innovative sustainable solutions presented by emerging technologies.

Click the icons to learn more



CONTINUE

User Interface design (UI) for e-learning courses in the *Skills Library* project



Skills to develop your  
employees at work

Introduction

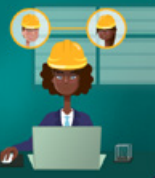
### Generative AI & the Evolving Business TerraIn



In a workplace that is neurodiversity-friendly, employees with divergent neurotypes can be a real benefit to the business and its people. In this course, you'll see how fostering a work environment that embraces neurodiversity is beneficial for all and why it takes all types of brains for the modern business to thrive.

Micro

### So you want to build a healthy workplace culture



In this short course, we'll show you how to frame your project according to key questions to ensure neurodiversity is at the forefront of all decision-making. This module is for managers, supervisors, and project leads who want to improve their understanding of neurodiversity and their ability to run successful projects in a workplace where it is embraced and celebrated.

Micro

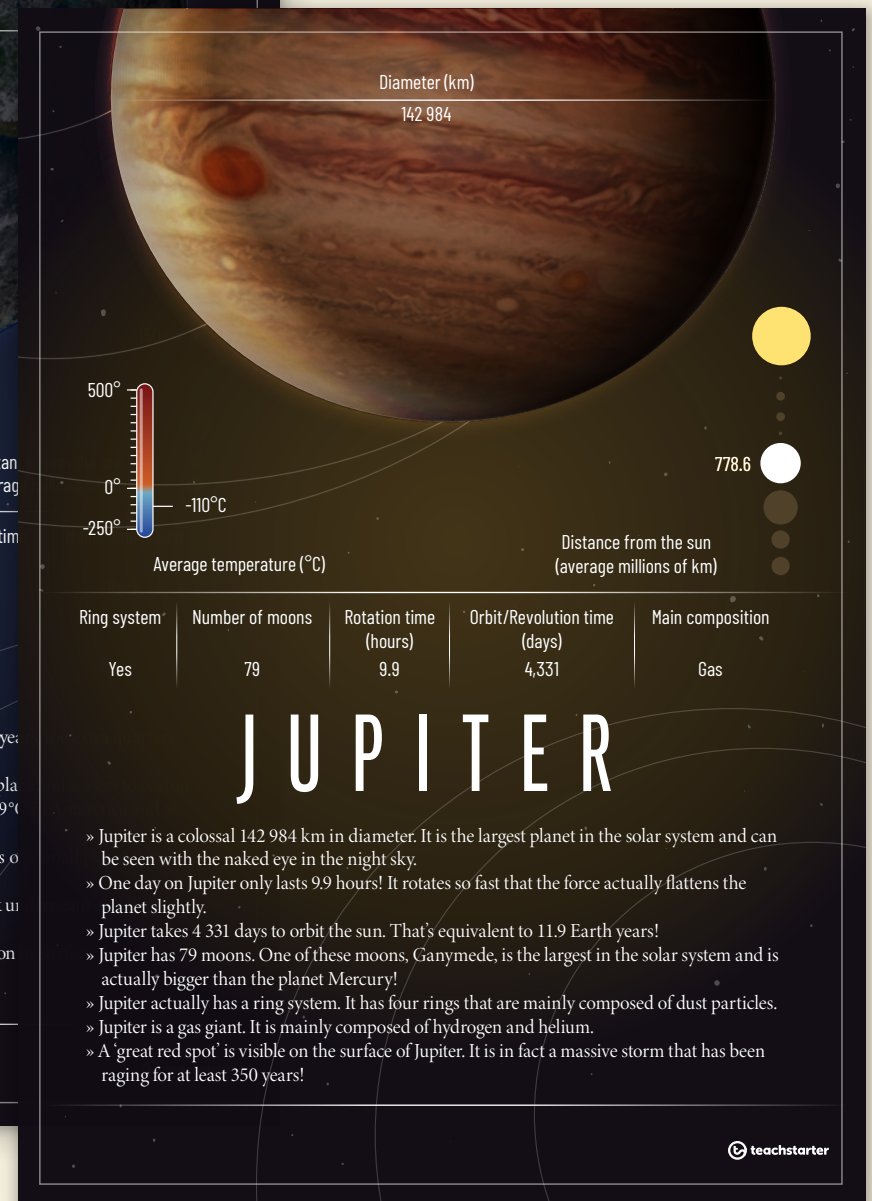
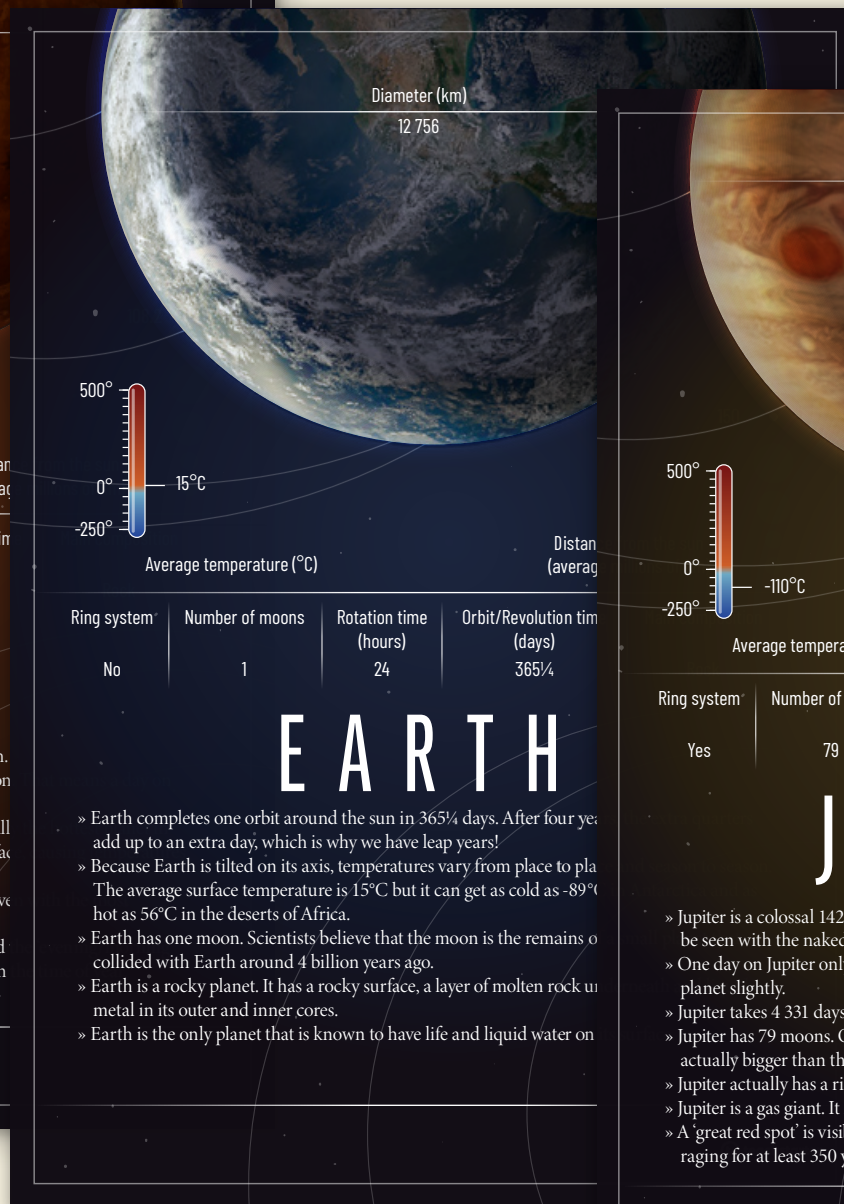
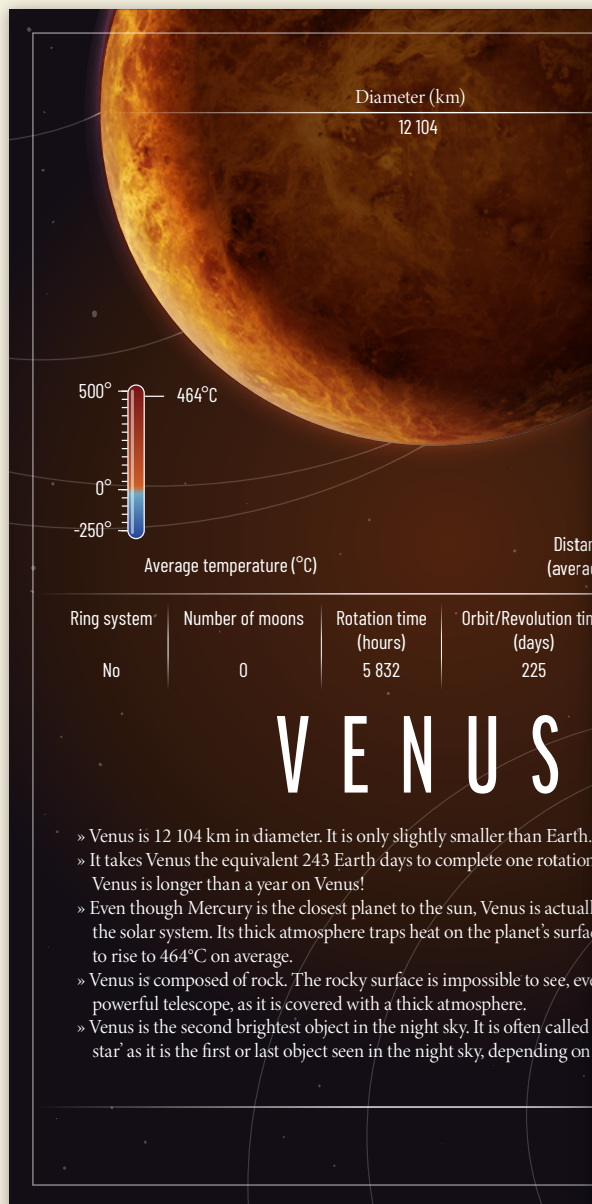
### So you want to automate your business with AI...

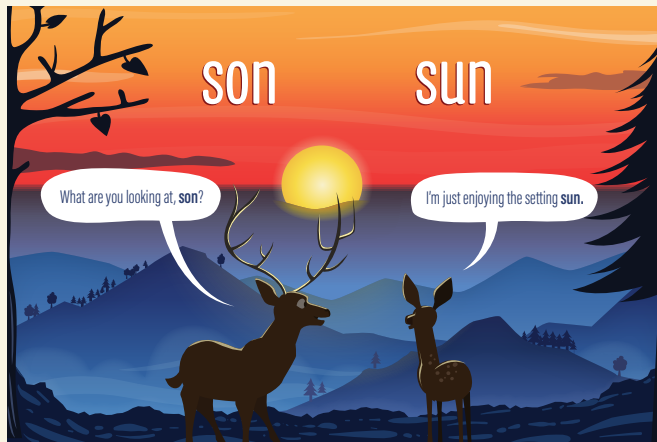


In the workplace we are starting to realise the numerous benefits that neurodiversity brings. In this short course, you'll learn how to help your business thrive by unlocking your employees' individual strengths and fostering a culture where everyone feels like they belong.

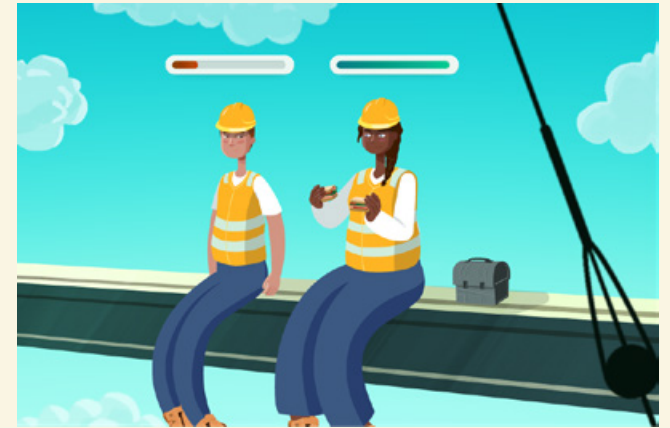








Classroom posters illustrating common homophones



Video frame designs and UI for e-learning courses in the *Skills Library* project



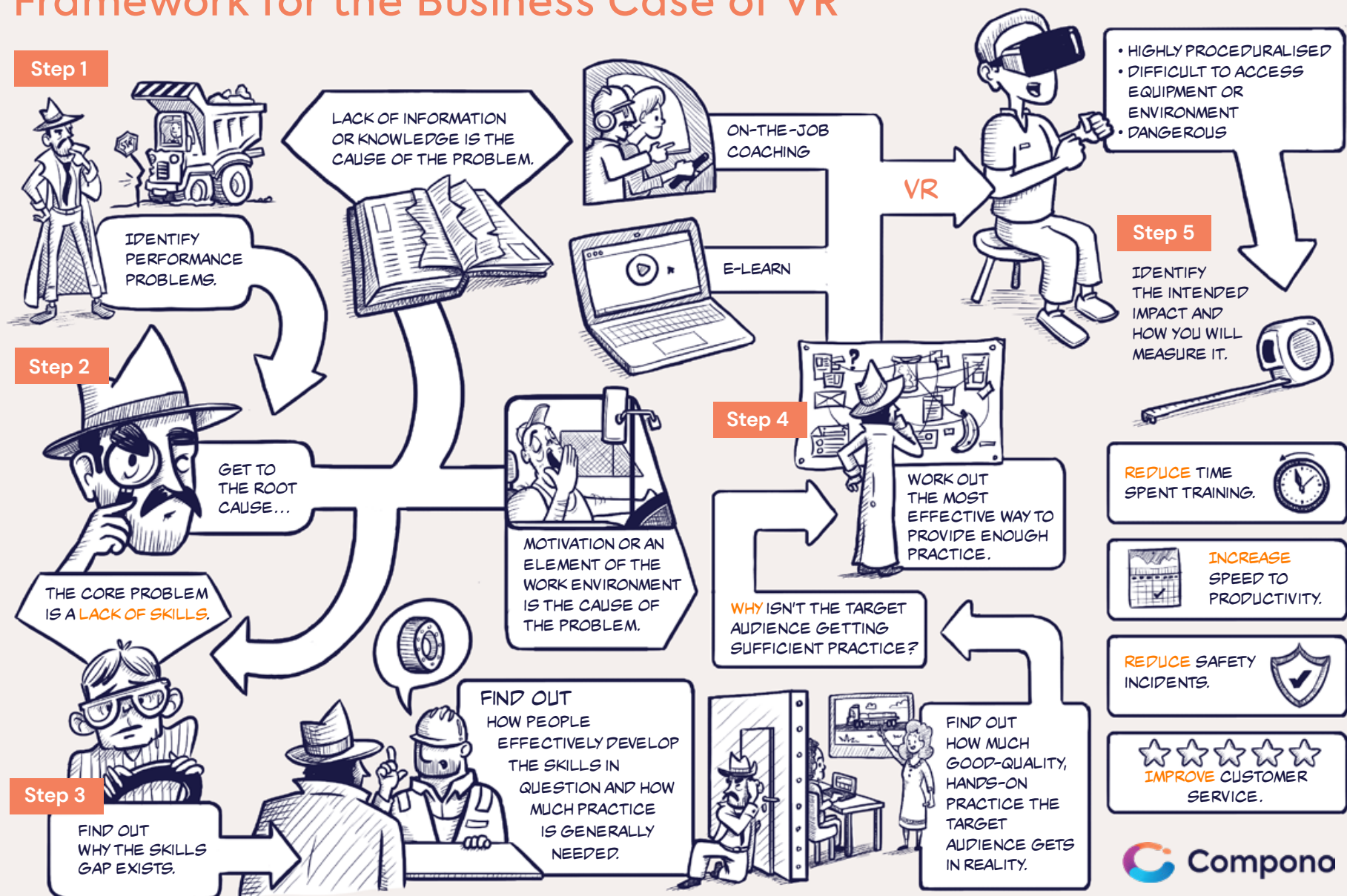
**AMELIA  
EARHART**

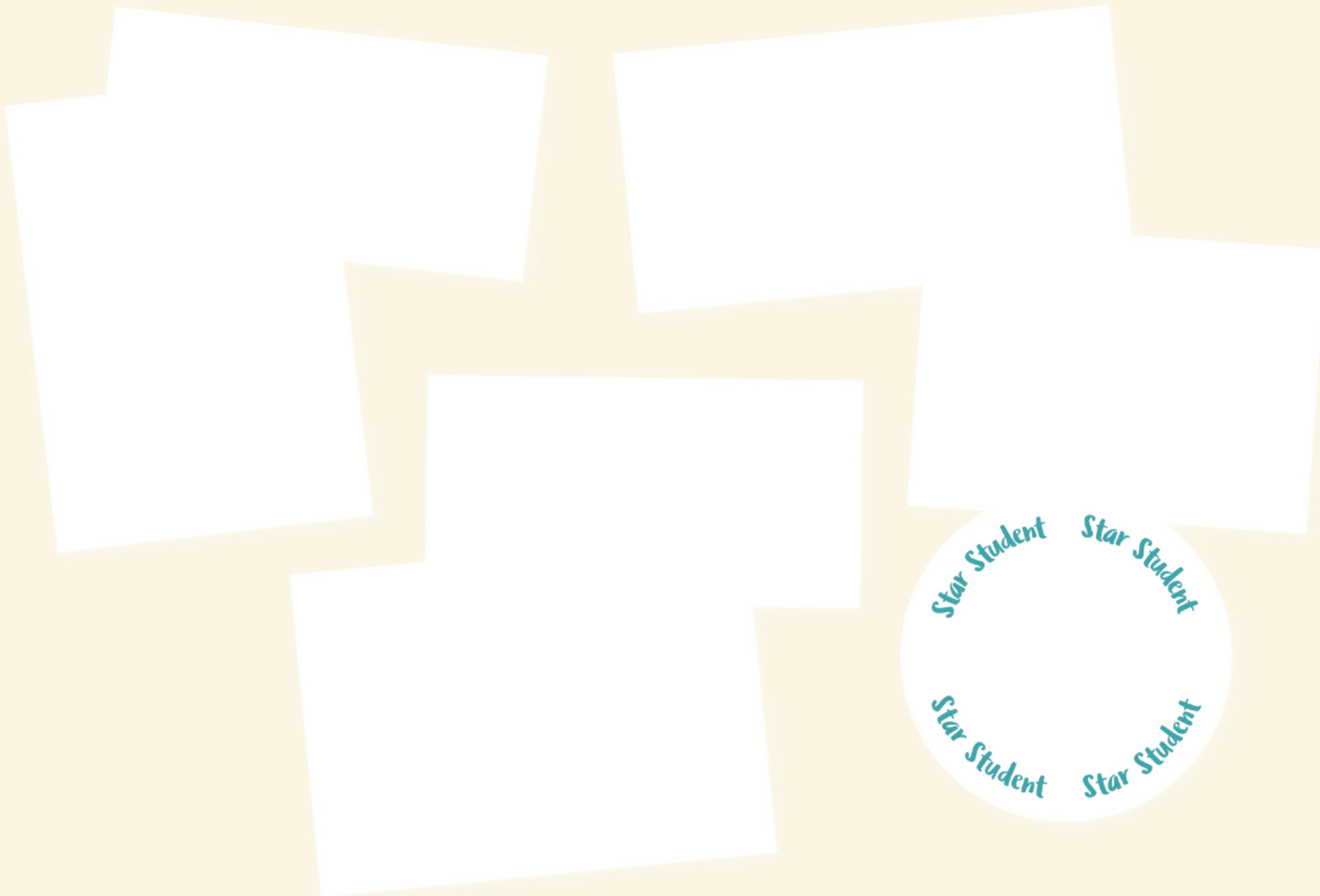
**EDMUND  
HILLARY**

**SIRIMAVO  
BANDARANAIKE**



# Framework for the Business Case of VR





Themed classroom decorations designed to enhance imaginative and play-based learning





Interactive theme park map designed to help with geometric problem-solving



# THAT Time!

Is it time?



Not yet.



Not yet.



Not yet.

Is it time?



Not yet.

Is it time?



Not yet.

Is it time?



Almost.

Is it time?

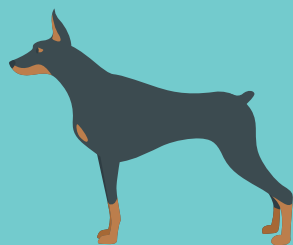


**Yes! Good night!**

# DOG BREEDS



DALMATIAN



DOBERMAN



BOXER



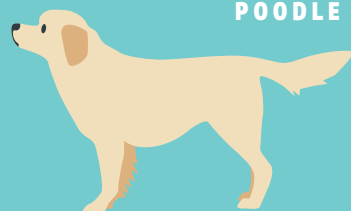
CHIHUAHUA



POODLE



YORKSHIRE  
TERRIER



GOLDEN RETRIEVER

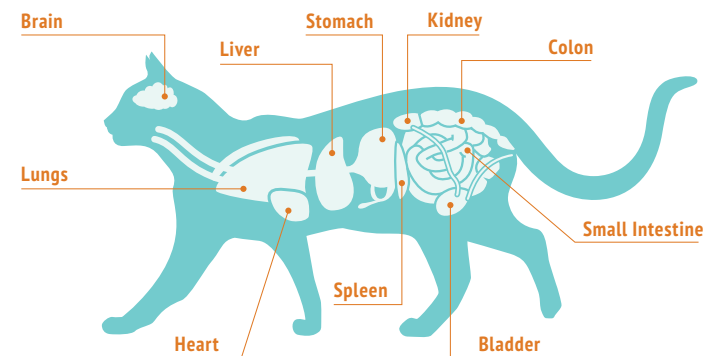


DACHSHUND



PUG

# CAT ANATOMY



# DOG ANATOMY

