

Nadine Seroor

Toy Design & Vis Dev Artist

<https://khaledseroor.wixsite.com/website>

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EXPERIENCE

Aliquantum International — Jr. Toy Designer & Illustrator

March 2025 - July 2025

- Collaborated with the design lead and overseas teams to create Toy designs and plush for global brands such as Honeymaru.
- Designed product packaging and die-lines for toys, ensuring consistency with approved style guides and brand standards.
- Developed marketing and sales pitch decks and visual assets for clients, including Hot Topic, Daiso, and Urban Outfitters

Jazwares — Freelance Toy Designer

January 2025 - January 2025

- Designed figurines for popular anime such as *Attack on Titans*, *Chainsaw Man*, and *Hells paradise*

Starburns Industries — Development Intern

September 2025 - February 2025

- Created graphic assets and executive-level Keynote pitch decks for original IPs presented to Amazon, Adult Swim, and Netflix.
- Participated in creative development by analyzing scripts and contributing feedback on story and character design.

EDUCATION

Artcenter College of Design, Pasadena, CA —

BS Entertainment Design (Concept art track)

January 2022 - January 2025

SKILLS

Toy Design
Character Design
Environment Design
Packaging Design

Software

Adobe Creative Suite:
Illustrator, Photoshop,
InDesign, Keynote,
3D Software: Maya, Blender,
SketchUp
Rigging: Live2D Cubism,
Spline 2D

LANGUAGES

English