



Poland | Cracow

Education

PSACEA

Designer - Architect
degree master
Dnipro | Ukraine

2009 - 2015

UMCS

Computer Graphic
degree master
Lublin | Poland

2015 - 2017

University Dante Alighieri

Historic Architecture Training
Regio di Calabria | Italy

2012

Software

Adobe Creative Cloud

Photoshop
Illustrator
Premiere Pro
Affter Effects
InDesign
XD

Blender

Substance Painter

V-SIM forensic platform

Unreal Engine

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Brand Designer

OLHA VOVK

Profile

Highly creative and adept at thinking "out of the box," I consistently meet timelines and excel at multitasking. Art is my passion, and I continuously strive to enhance my skills and abilities by researching details and extracting as much information as possible. I am driven to take on new projects and implement innovative solutions, which enables me to learn new things quickly.

Experience

Senior Graphic Designer 2D_3D

10.2022 - present

CYBID | Krakow, Poland

My work involves creating advanced graphic projects, 3D visualizations, and maintaining the company's image. My skills allow me to develop creative solutions that integrate both 2D and 3D elements to deliver comprehensive visual projects. My work is based on synergy with the team to ensure cohesive and attractive projects that not only represent our brand but also provide consumers with clear and accessible information about our products. I face the daily challenge of accurately visualizing scientific research and the substantive content of CYBID's activities. I strive to merge visual art and the company's advanced software products into a unified image.

Brand Visual Designer

01.2022 - 12.2023

FUMIO | Warsaw, Poland

Created detailed visualizations of furniture, ensuring accurate and visually appealing representations. Developed comprehensive assembly instructions, simplifying the furniture assembly process for customers. Designed intuitive icons for the company's website, enhancing user experience and site functionality. This role demanded a blend of creativity and practicality, with a focus on producing designs that are both functional and user-friendly, while also building and maintaining the company's brand identity.

Game Artist

09.2022 - 09.2023

Ready4Player | Warsaw, Poland

Produced diverse graphic materials to promote the game globally, ensuring brand consistency and effective marketing. Collaborated in designing interface elements, including icons and graphics, to enhance user experience and usability. Created captivating characters, environments contributing to an engaging player experience. This role demanded a versatile skill set encompassing graphic design, 3D modeling, and character creation to support the successful promotion and development of the game.

Skills

Digital Painting

3D Models

Texturing

Freehand Painting

3D Sculpting

Animation

UI Design

Video Editing

Illustration

Brand Materials

Soft Skills

Languages

Ukrainian Native

Polish Advanced

English Intermediate

Russian Advanced

Italy Basic

Hobbies

D&D

Brewing beer

Cultivating geraniums

2D_3D Artist

04.2022 - 09.2022

AAA Game Art Studio | Kyiv, Ukraine

Demonstrated expertise in developing highly detailed graphics specifically tailored to meet the demands of game object search mechanics, enhancing player engagement and immersion.

Leveraged extensive experience to seamlessly integrate 3D elements into 2D environments.

Played a pivotal role in elevating the visual quality and gameplay dynamics of interactive experiences within the gaming industry.

Art Conservation Specialist

03.2021 - 08.2022

KKZ Filip, AEIKON | Warsaw, Lublin, Poland

Specialized in the restoration of sculptures, focusing on polychromy and gilding techniques.

This role demanded expertise in artistic techniques and conservation methods to ensure the protection and longevity of cultural heritage.

Video Production Specialist

08.2019 - 01.2021

SI-ART | Lublin, Poland

Created instructional videos for vocational education, utilizing advanced editing and assembly techniques in DaVinci Resolve and Premiere Pro.

Demonstrated a strong understanding of motion design and video production, ensuring high-quality and engaging educational content.

This role required expertise in video editing software, a solid grasp of motion design principles, and the ability to produce compelling visual narratives.

Promotional Materials Designer

02.2017 - 06.2019

The House of Culture BRONOWICE, TATAR | Lublin, Poland

Designed visually engaging graphics for websites and social media platforms, enhancing online presence and user engagement. Prepared high-quality DTP materials for cultural events, ensuring effective communication and visual appeal. Created captivating illustrations for children's books. This role demanded a keen eye for aesthetics, meticulous attention to detail, and the ability to bring imaginative concepts to life.

Designer - Retoucher

01.2016 - 05.2020

EDEM | Dnipro, Ukraine

Provided visual support for advertising campaigns in Ukraine, Germany, and Turkey, contributing to the company's international marketing efforts. Created custom visualizations tailored to individual customer needs, working collaboratively within an international team. Designed graphics for promotional catalogues, enhancing the effectiveness of marketing materials.

This role required a keen understanding of diverse market preferences, strong collaboration skills, and the ability to deliver visually compelling content for a global audience.