



Olha Tsoi

Brand & 2D/3D Visual Designer

Poland, Krakow

EU Long-Term Resident — full right to work in Poland.

website: olhatsoivisuals.com.pl

e-mail: olgavovk92@gmail.com

tel: +48 537 523 705

www.linkedin.com/in/olhatsoi3design2d

Profile

2D/3D Visual Designer with a strong technical and artistic range. I work across digital painting, 3D modeling, sculpting, texturing, animation, illustration, video editing, and brand design. I translate complex technical and scientific data into clear visual communication and deliver precise, functional visuals that support product clarity, usability, and brand consistency. I adapt quickly to new tools and workflows and maintain high quality standards in complex creative and technical projects.

Professional Experience

Brand Visual Designer 2D/3D

CYBID | Kraków, Poland | 10.2022–present

I create 2D/3D visuals and product graphics for forensic and scientific software. I convert complex research data into clear visual communication and maintain consistent brand standards across all materials. By reorganizing the way technical content is presented, I improved the clarity of forensic product visuals and reduced R&D review time by about 20-30%. I've delivered over 1000 technical visual assets supporting product documentation, UI and scientific communication.

Brand Visual Designer 2D/3D

GEOCAD | Warsaw, Poland | 10.2023–12.2024

Developed a cohesive visual identity for the brand and ensured consistency across all materials. Designed 100+ industry-specific marketing assets improving communication clarity. Combined clean, functional aesthetics with technical content to improve communication clarity and strengthen customer engagement.

Visual Designer 2D/3D

FUMIO | Warsaw, Poland | 01.2022–12.2023

Produced 300+ product visualizations improving customer trust and reducing product-related questions by ~30%. Developed clear, user-friendly assembly instructions to simplify the building process. Designed functional website icons and supported the brand's visual consistency across digital materials.

Game Artist

Ready4Player | Warsaw, Poland | 09.2022–09.2023

I produced 2D/3D marketing assets for global game promotion and ensured brand consistency across all materials. I designed UI elements, including icons and interface graphics, to improve usability. I created characters and environments supporting gameplay clarity and overall player experience.

Game Artist

AAA Game Art Studio | Kyiv, Ukraine | 04.2022–09.2022

Created high-detail 2D/3D assets optimized for object-search game mechanics, improving scene readability and player engagement. Integrated 3D elements into 2D environments to enhance visual depth and consistency. Supported overall production quality by refining interactive visuals and contributing to clearer gameplay dynamics.

Video Production Specialist

SI-ART | Lublin, Poland | 08.2019–01.2021

Created 50+ instructional videos using DaVinci Resolve and Premiere Pro. Applied motion design principles to improve clarity and consistency of educational content.

Promotional Materials Designer

House of Culture BRONOWICE / TATARY | Lublin, Poland | 02.2017–08.2022

I designed graphics for websites and social media to strengthen online visibility. I prepared DTP materials for cultural events and created illustrations for children's publications. My work focused on clear visual communication and consistent brand presentation.

Designer / Retoucher

EDEM | Dnipro, Ukraine | 01.2016–05.2020

I delivered visual assets for advertising campaigns in Ukraine, Germany, and Turkey. I created custom product visualizations and collaborated with an international team to meet specific client requirements. I designed graphics for promotional catalogues, supporting effective marketing communication.

Software & Tools

Adobe Creative Cloud (Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, Firefly) | Blender | Substance Painter | AI-assisted tools | V-SIM forensic platform | MS Teams | Azure

2D Skills Digital Painting | Freehand Painting | Illustration | UI Design | Brand Materials | DTP

3D Skills 3D Modeling | 3D Sculpting | Texturing & UV | Product Visualization | Animation Basics

Video & Motion Video Editing | Motion Design | Instructional Content

Education

UMCS | Computer Graphics | Master's Degree

Lublin, Poland | 2015–2017

PSACEA | Designer / Architect | Master's Degree

Dnipro, Ukraine | 2009–2015

University Dante Alighieri | Historic Architecture Training

Reggio di Calabria, Italy | 2012

Languages

Ukrainian – Native | Polish – Advanced | Russian – Advanced | English – Intermediate | Italian – Basic