VIKTORIA KUPINA
SENIOR GRAPHIC DESIGNER

website: vikupina.art
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SUMMARY

Over 9 years of experience in Graphic Design. I worked as Expo Designer, Printing Materials Designer, UI/UX (Web) Designer, Game UI/UX Designer, Presentations Designer and Illustrator. I have strong knowledge of basic Art Software (Adobe Suite, Figma); UI/UX, Art and Graphic Design principles. I also worked with 2D Animation (Motion Graphics), 3D modeling, and CSS/HTML. I have strong soft and managing skills, and how the hight-guality projects workflow should work and perform.

EXPERIENCE

Graphic Design Freelance   2013 – 2024

Projects: **BioChemMac, Vika Gazinskaya, Belkin.digital, Kinder.MBA, K.Lab... etc**
Position: **Graphic Designer**
Responsibilities:
- Printing Materials Design using Adobe software (Photoshop, Illustrator);
- Presentation Design using Adobe software, Figma, Google apps and PowerPoint
- Web Design (UI/UX Design and HTML + CSS coding)
- Marketing materials design (Social media banners, promo-banners, AD)

Sperasoft, a Keywords Studio   September 2022 – June 2024

Partner: **NetherRealm Studio, a Warner Brothers Studio**
Projects: **Mortal Kombat Mobile** (main)
Position: **UI Artist II**
Responsibilities:
- UI art development. Existing screens redesign. New screen and in-game elements creation using Adobe software (Photoshop, Illustrator);
- Collaborating with producer and game designer to define and implement innovative solutions for the product direction, visuals, and experience;
- UI Implementation (Unreal Engine), close work with the engineering teams;
- UI motion design and animation, screens transition animation using Unreal Engine;
- Team Leading (planning, communications, reviews);

Infinite Art Solutions   June 2022 – July 2022

Partners/Projects: **3 Projects (NDA)**
Position: **UI Designer** (Freelance)
Responsibilities:
- Game UI development. Existing game menus redesign, and additional in-game elements and menus concept using Adobe Photoshop. UI design using the existing UI kit based on wireframes in Figma.

SBER   December 2020 – June 2022

Team: **Artificial Intelligence - Finances**
Position: **Senior Graphic Designer**
Responsibilities:
- Internal web portal (Confluence) design via Adobe software (Photoshop, Illustrator), frontend coding, and content management;
- Presentation design for executives using PowerPoint, Figma, and Adobe software (Photoshop, Illustrator);
- Internal mailing design using Adobe software (Photoshop, Illustrator);
- Communication with different departments.

Space Sauce Studio   November 2020 – February 2021

Project: **Singular Space**
Position: **Graphic Designer | UI/UX Designer** (Freelance)
Responsibilities:
- Logo Design, Printing Materials Design (Photoshop, Illustrator)
- Game UI development. UX flow prototyping. All the game menus concept (icons, pop-ups, fonts, etc.) using Adobe software (Photoshop, Illustrator)

Secret Place Studio   December 2018 – March 2020

Project: **OuterScapes** (Try to fly)
Position: G**raphic Designer and UI Artist** (Freelance)
Responsibilities:
- Promotion materials design (advertising banners, social media banners, pitching presentations, printing promotion materials) using Adobe software (Photoshop, Illustrator);
- Game UI development. Existing game menus redesign, additional in-game elements, and menus concept (icons, pop-ups, backgrounds, fonts, etc.) using Adobe software (Photoshop, Illustrator);

WNmedia group / Nevosoft   October 2015 – December 2020

Project: **WN Conference: International conference for the game industry**
Position: **Graphic Designer**
Responsibilities:
- Expo design (Map Planning, UX)
- Printing materials design using Adobe software (Photoshop, Illustrator) - all sizes and purposes. From business cards to conference navigation and package
- UI/UX design, web design of the Conference main website and side projects (App2Top, TalentsinGames, Gameworldobserver). Mockups creation, Prototyping, HTML+CSS coding.
- Marketing materials design using Adobe software (Photoshop, Illustrator, Premiere Pro) - Social media banners, AD campaign banners
- Presentation design using Google apps and Adobe Software.
- Promo video production (Motion design) using Adobe Premier Pro
- Design and art leading. Communication with developers, artists, designers, executives, and suppliers.

Evriq Games   October 2014 – August 2015

Project: **NDA**
Position: **2D Artist**
Responsibilities:
- UI art development (in-game elements drawing, animations creation) using Adobe software (Photoshop, Illustrator);

SKILLS

- User Interface Design
- User Experience Design
- Wireframing, Prototyping
- Design Documentation
- Graphic Design
- Concept Art
- 2D Illustration
- Vector Graphics
- 2D Animation
- 3D Modeling

TOOLS

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere Pro
- Unreal Engine
- Figma
- Sketch
- 3D Blender
- Spine 2D

ADDITIONAL

- Knowledge of CSS and HTML
- Knowledge of version control systems (Git, Perforce, Unity vcs)

EDUCATION

- High School Certificate
- University Certificate
  (Bachelor's degree in Graphic Design)
- Art-cources certificates:
  - Game UI/UX (Artnest School)
  - 3D for 2D - Blender 3D (Smirnov School)
  - Character Design (Smirnov School)
  - Game Art (Smirnov School)
  - Spine 2D Animation (Smirnov School)

LANGUAGE

- English - Professional Working Proficiency
- Russian - Native