Galina Kunitsa

Graphic designer \ 2D artist \ UI

Cherkassy, Ukraine

in /g-kunitsa/

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LANGUAGES

Ukrainian – native,
English – intermediate

TECHNICAL SKILLS

Graphic Design Software:

Figma, Adobe Creative Suite *(Photoshop, Illustrator, InDesign, After Effects)*, Microsoft PowerPoint, Canva

Web Design:

Knowledge of responsive design principles
Experience in designing email templates

Digital Illustration:

Adobe Creative Suite *(Photoshop, Illustrator)*, Krita

EXPERIENCE

NONAME.DIGITAL — *2D artist*

from 10.2023 to 03.2024

- ◈ Creating raster and vector graphics for mobile games
- ◈ Character development
- ◈ Development of clothing and accessories for characters (raster and vector graphics)
- ◈ Preparation of materials for game development
  Tools: adobe photoshop, adobe illustrator

Kronas — *Graphic designer*

from 06.2023 to 10.2023

Project Collaboration - Creating a product catalog
- ◈ Development of catalog spreads
- ◈ Product photo retouching
- ◈ Graphic processing of vector product technical drawings
- ◈ Preparation of files for web and printing
  Tools: adobe indesign, adobe photoshop, adobe illustrator

NDA (product company) — *Graphic designer*

from 05.2022 to 04.2023

- ◈ Start-up
- ◈ Neumorphism web-design
- ◈ Corporate identity development
- ◈ Developing a company brand book
- ◈ Developing a responsive UI templates for website
- ◈ Development of internal presentations
- ◈ Development and approval of future project prototypes
  Tools: figma, powerpoint, adobe photoshop, adobe illustrator, jira, confluence

CREATIVE SKILLS

Typography:
Understanding of font pairing
Typographic hierarchy

Color Theory:
Color psychology
Color grading and correction

Layout Design:
Grid systems
Balance and composition

Branding:
Brand identity creation
Logo design

Illustration:
Hand-drawn and digital
illustrations

Photography:
Photo editing
Basic photography skills

ADDITIONAL EDUCATION

Smirnov School
«Basics of CG drawing» (2021)

XYZ School
«Basics of Illustration» (2022)

LIFE PAY — *UI\UX\Graphic designer*
from 04.2020 to 03.2022

◈ Development of templates and maintenance of the company website
◈ Corporate identity development
◈ Developing a company brand book
◈ Preparation of presentations for introductions at promotional exhibitions
◈ Development of elements to improve the effectiveness of the website and attract customers to the sales funnel
◈ Development of templates for the mobile version of the site
◈ Development of templates of a multi-step "Connection form" for connecting an acquiring system
◈ Development of email templates for mailing
◈ Participation in A\B testing
◈ Company letterhead
◈ Large quantity: infographics, custom icons, collaging, photo retouching. Tools: figma, powerpoint, adobe photoshop, adobe illustrator, trello

Software Product Group — *UI\UX designer*
Part-time work (4 to 8 hours per day)
from 06.2019 to 04.2021

◈ Support and development templates for large websites, portals, interfaces, internal systems
◈ Developing the functionality of a special version of websites for blind people
◈ Development of the interface of the company's internal CMS
◈ Development of email templates for mailing
◈ Close cooperation with the front-end department to achieve better results
◈ Writing documentation, checklists for developers, site management instructions for clients
◈ Development templates for mobile application
Tools: figma, adobe photoshop, adobe illustrator, adobe indesign, adobe after effect, HTML5 Banner Creator, redmine

Freelance — *UI\UX\Graphic designer*
Part-time work (2 to 6 hours per day)
from 03.2014 to 06.2019

◈ Miscellaneous projects for one-time customers. Website
designs, banners, brochures, business cards, email templates,
icons sets, infographics, collaging, photo retouching.
Tools: adobe photoshop, adobe illustrator, adobe indesign

Neopulse — *UI\UX\Graphic designer*
from 08.2012 to 11.2014

◈ Website templates development
◈ Compiling a list of improvements for websites
◈ Support for existing projects
◈ Development banners for sliders
Tools: adobe photoshop, adobe illustrator, axure