

Hi, my name is Glafira and I'm an UI designer/2D artist with 10 years of professional experience as an UI designer, game artist and visual designer.

In my work, I always stand by one of the main design principles — the user always comes first and the design should follow the functionality, focusing on positive user impacts. I enjoy making innovative and functional designs which are friendly and easy to use for the end users.

Besides good digital art skills, I have superb hand drawing skills.

## EXPERIENCE

**Gaiyo**  
UI Designer  
/2022 - present/  
*Almere, The Netherlands*

Gaiyo is an innovative app that functions as a one-stop shop for any form of shared mobility. In collaboration with product manager, design team and engineering I provide innovative solutions, conceptualise original ideas that strive to deliver intuitive and user-centered solutions. Execute all visual design stage from concept to final hand-off to engineering.

**Skill Nation**  
Lead Visual UI Designer  
/2017 - 2022/  
*Amsterdam, The Netherlands*

Responsible for the whole design process for a competitive mobile gaming platform Overscore. Creating wireframes, UX/UI, interaction prototypes, visual designs, 2D artworks and preparing visual assets for implementation.

**MediaMonks**  
Game UI Designer  
/2016 - 2016/  
*Hilversum, The Netherlands*

Designing everything around the games. Creation game user interfaces, icons, logos and other game assets. Exporting and preparing UI assets for implementation.

**Gamebasics**  
Visual Interface Designer  
/2015 - 2016/  
*Zoetermeer, The Netherlands*

Creation of UI from concept to production for iOS platform: wireframes, mock-ups, prototypes. Responsible for creating and implementing visual graphics, UI elements and animations for Online Soccer Manager game.

**Squla**  
Designer  
/2014 - 2014/  
*Amsterdam, The Netherlands*

Creation of design and 2D art for the Squla apps, games and related products.

**BoosterMedia**  
Game artist  
/2012 - 2014/  
*Amsterdam, The Netherlands*

Creation of concept and final art for HTML5 games. Character design, animation, user interface designs and other game elements. Specialized in item production for fashion games.

**Catalyst Apps**  
2D artist  
/2010 - 2010/  
*Kharkiv, Ukraine*

Creation of 2D art for game applications hosted on popular social networks such as Facebook and Vkontakte.

## EDUCATION

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Academy of Design and Art  
*Specialist degree*  
*/Sep 2008 - Feb 2010/*  
*Kharkiv, Ukraine*

Faculty of Design  
Specialization - industrial design

Academy of Design and Art  
*Bachelor degree*  
*/Sep 2004 - Jul 2008/*  
*Kharkiv, Ukraine*

Faculty of Design  
Specialization - industrial design

## DESIGN SKILLS

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UI design	● ● ● ● ● ● ● ●	Animation	● ● ● ● ● ● ● ●
Visual Design	● ● ● ● ● ● ● ●	Digital visualization skills	● ● ● ● ● ● ● ●
Concept art	● ● ● ● ● ● ● ●	Logo design	● ● ● ● ● ● ● ●
Wireframing	● ● ● ● ● ● ● ●	Industrial design	● ● ● ● ● ● ● ●
Mockups and prototyping	● ● ● ● ● ● ● ●	Sketching and 2D visualization skills	● ● ● ● ● ● ● ●

## TECHNICAL SKILLS

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- Adobe Photoshop, Adobe Illustrator, Adobe Xd, Figma, Adobe After Effects, Sketch.
- Hand drawing skills with pencil, watercolor, pastel, pen and ink and acrylics
- Wacom Tablet digital rendering and painting

## INTERESTS

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- Photography
- Design
- Board Games
- Movies
- Traveling
- Cycling
- Hiking