
Viktorina Kalinina

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2D and GUI Artist, Designer & Illustrator

An artist with more than five years of experience. Wide expertise in 2D art and game user interface. Character creation, prototypes, landscape art, technical illustration, infographic, thematic illustration, interface development. Good knowledge of Adobe software pack, painting tools and team collaboration tools (JIRA). Extensive experience working in collaborative environments; highly developed empathy and ability to create effective art. Experience in creating seasonal marketing materials for product promotions.

Art/ UI Portfolio: <https://www.behance.net/VikaGluck>

Design Portfolio: <https://glukki7.wixsite.com/portfolio>

Instagram: <https://www.instagram.com/artr.it/>

Skills:

Primary skills:

- Design
- Illustration
- Working with vector graphics and bitmap images
- Ability to work with typography
- Working with corporate identity/branding, creating logos
- Working with multiple projects at once
- Experience working with various departments to drive new shipments
- Retouch and color correction
- UI asset creation
- Prototype creation to solidify design direction and plans
- Character creation

Technical skills:

- Adobe Illustrator, Photoshop, InDesign, Lightroom, Animate
- Adobe Dreamweaver, html, CSS
- InVision, Wordpress
- Paint Tool SAI, Paintstorm Studio
- Procreate
- Microsoft Office Suite, JIRA
- Slack

Personal skills:

- Tenacious - driven to complete quality projects within deadlines
 - Fast learner - can easily adapt a new technology to meet obligations and projects
 - Easily understand the requirements and concepts for technical projects
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Experience:

NX Studio,
Moscow Russia
4/2017 - 7/2018

2d Artist, GUI artist, Illustrator

Main responsibilities was related to four games:

- Throne rush, Hero wars, Island experiment, Cooking rush

Contributions include:

- Game concepts creation (objects, characters)
- Created promotional images, icons, game elements
- Design of gaming interfaces (UI / GUI)
- Creating and maintaining materials for Instagram on behalf of game characters:
<https://www.instagram.com/herowarsapp/>
- Interface prototypes
- Creating and maintaining seasonal events, (once in less than two months: New year, Christmas, Halloween, meeting the summer)

Megatrade,
Moscow, Russia
1/2017 - 4/2017

Artist, Designer

- Development of interface design for typical games, redesign of existing interface elements
- Development of site layouts, adaptation of existing sites for mobile devices
- Development of a visual part of presentations
- Creating static banners

- Creating static illustrations for Flash movies
- Layout of offline materials (leaflets, brochures, posters, commercial offers)

Skyway-lab,
Moscow, Russia
6/2016 - 1/2017

Artist, Designer

- Development and implementation of graphic elements for game locations
- Development of elements for the interface
- Character redesign
- Environment arts creation

Logrus
Moscow, Russia
8/ 2015 - 12/2016

Illustrator, Designer

- Technical illustration and design for educational courses
- Work on training materials (illustrations, infographics) for:
 - o Kaspersky Lab
 - o McDonalds

LMS Group
Moscow, Russia
9/2014 -6/2016

Illustrator

- Technical illustration and design for educational/training courses
- Design and creation of landing pages of internal sites
- Work on projects for:
 - o Cherkizovo
 - o Shell
 - o Leroy Merlin
 - o IOM-OIM
 - o Pioneer

**EKSMO
Publishing
House**
5/2013 - 10/2014

Illustrator

- Editorial board "Art. Culture "," Psychology, fashion, style, beauty "
- Work on book illustration projects
- Coloring masterpiece series (St. Petersburg, Old Moscow, Van Gogh, Masterpieces of Impressionism, Edgar Degas, Auguste Renoir, Masterpieces of Russian Painting, Leonardo da Vinci, Botticelli, Claude Monet)
- Illustration of a book about Claude Monet

**Saints and
Soldiers, HH
Wear**

Artist

- Limited collection of t-shirts

Education:

2012	The National Design Institute of the Union of Designers of Russia, Moscow, Russia
2012	Bachelor of Art degree in graphic design Computer Training Center" Specialist MSTU NE Bauman, Moscow, Russia, Specialist in the field of retouching digital photos (CS5, Professional retouching in Adobe Photoshop CS5)
2016	Training courses in discipline Web-design
2018	Concept characters intensive courses
2019	UI\UX design courses