GRAPHIC DESIGNER · ARTIST

KIRA KOLOLEIKINA

HIGHER EDUCATION (BACHELOR'S DEGREE) 2020

Kazan University of Information Technologies and Communication
Web Development (Information Systems and Programming),
Graphic Design and Multimedia

UI/UX DESIGNER
COMPANY ADVENCE (RUSSIA) / NOV 2017 - FEB 2019

Designing websites, individual pages, and web pages –
Creating designs for printed products –
Web site layout on (Wix, Tilda) –
Drawing illustrations and logos –
Motion design –
Prototyping –

PRODUCT DESIGNER
COMPANY ZHORYA (CHINA) / MAR 2019 - NOV 2019

– Development of packaging for children's toys
– Development of toys of different directions from 0 to full realization
– Creation of cut-outs in graphic editors
– Design adaptation and russification of the original product

UI DESIGNER
COMPANY AISA (RUSSIA) / MAR 2020 - JUN 2020

Prototyping and improving the interface of the government website –
Designing and implementing UX changes in desktop and mobile applications –
Monitoring the quality of implementation of programmers' work –
Working with product managers and developers –
Preparing and presenting interactive prototypes –
Solving user problems –

GRAPHIC DESIGNER
COMPANY MUZ-TV.RU / MAR 2021 - AUG 2021

– Develop/adapt web interface design for different devices (desktop, tablet, mobile)
– Develop graphic content for publications on social media
– Develop design of commercial special projects: drawing prototypes for
   promotional pages, banners, creating illustrations and, ideally, animations

KEY SKILLS

UI – Adobe Photoshop / Illustrator – Working with shapes
Logo design – Corporate Identity – Typography – Posters
Content Design Strategy – Cover design – Design communication
Social Media Content – Landing Page – Print design – Illustration
and etc.

ABOUT ME

My tasks as a graphic designer include:

logo / Corporate style / Poster / Brandbook / Catalog / Corporate identity /
Entrance groups / Outdoor advertising / Advertising production and etc.

This year I had a chance to work on a big project on a national scale.
I designed an invitation for the stars of Russian show business to the
MUZ-TV Award - "The Beginning of Light".

Last year I worked with Gazprom Neft. The task was to develop a book on
warehouse logistics. I was the main designer, who was responsible for the
visual aspect of the book.

Another reason to be proud of was the following event - I myself designed
the corporate style and logo for my home town. This kind of work takes up
to 6 months. In my case the process was reduced to 3 days. After presenting
the project I got a positive response from the mayor of Blagoveshchensk.

I was lucky enough to work in China, in one of the largest toy
manufacturing companies. I acted as a product graphic designer. My job was
to create unique toys for children.

On my return to Russia I was offered to work on a federal project. I have
received a significant project work as a UI designer, the task - to redesign
the site Unified map of St. Petersburg. Last year I designed a mobile
application "Live" from scratch (together with the team of programmers we
won first place in the Hackathon "Digital breakthrough" and received a grant
to develop a mobile application). The project was successfully implemented.

Recently I took part in another online hackathon "VirusHack", where my
team and I were finalists and placed in the top 10 out of 2100 participants.

I went through several training practices in Russian and international
educational organizations. Here are some of them: 2021 Kazan University of
Information Technology and Communication - Graphic Design and
Multimedia; 2020 The Hong Kong University of Science and Technology -
Digital Design; 2020 Bang Bang Education - Product UX Designer; 2020
HOLYUX - UXI Design; 2019 GeekBrains - UXI Design. After I took a
course at The Hong Kong University of Science and Technology in digital
design, where I learned a wide range of graphic tools, formed my own
creative method and author's handwriting, learned to analyze modern and
classic graphics.

Now I am engaged in the creation of modern art and its promotion in
various international venues, including the NFT.

ADVANCED TRAINING / COURSES

2021
**BANG BANG EDUCATION
SHOPIFY INTERNATIONAL E-COMMERCE PLATFORM**
PRODUCT UX DESIGN

2020
THE HONG KONG UNIVERSITY OF SCIENCE AND TECHNOLOGY
DIGITAL DESIGN

2020
**BANG BANG EDUCATION
SHOPIFY INTERNATIONAL E-COMMERCE PLATFORM**
PRODUCT UX DESIGN

2019
**GEEKBRAINS
GEEKBRAINS**
UXI DESIGN

GRAPHIC DESIGNER

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