



# Andrei Asadchy

## Digital Designer

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### SUMMARY

First of all, I am a designer who thinks. It is important to me to understand the problem in details and solve it in the most effective way. My second advantage is knowledge and combination of different digital technologies, such as interactive design, animation, 3D, photo, and video.

### EMPLOYMENT HISTORY

#### **asadchy.me**

##### **Art director, Designer**

Minsk, Belarus | September 2013–Present

Web, graphic and motion design

#### **Digitalizm Agency**

##### **Art director, Designer**

Moscow, Russia | February 2010–March 2013

Web-design, advertising, digital marketing, applications for social networks, mobile applications, games

#### **Medium**

##### **Designer, Creative director**

Minsk, Belarus | 2002–2010

Multimedia products development, e-learning

### HOBBIES & INTERESTS

Silent films, animated movies, studio Ghibli, Sci-fi, blues, jazz, rock'n'roll, Celtic music, cycling, snowboarding, Star Trek TOS, Tim Burton, Rene Magritte, Matt Groening, Buster Keaton, traveling, board games

### PROFESSIONAL SKILLS

#### **UX/UI design, Graphic design**

#### **Motion design & Video Production**

My main instruments are: Adobe Photoshop, Illustrator, AfterEffects, 3ds Max, ZBrush, DaVinci Resolve, Figma

I have advanced knowledge of HTML and CSS, do photo and video shooting, draw by hand, experienced in typography, photo-retouching, video color grading and visual effects.

### EDUCATION

British higher school of art and design: Digital Arts course, Painting and Drawing courses, Filmmaking course.

### LANGUAGES

**English:** advanced

**Russian, Belarusian:** native