ELIZAVETA SHULIAK

2D/3D ARTIST, UI/UX DESIGNER

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SKILLS

- Academic art
- Strong color, composition and design theory
- Interface design theory
- Sketching
- Characters, backgrounds and interface elements creation
- 3D modeling and texturing
- Artistic taste, sense of color, shape, proportions, composition
- Work in the proposed style
- Logo design, Branding & Identity

TOOLS & TECHNOLOGIES

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- CorelDRAW
- Figma
- 3ds Max
- Substance Painter
- Unity
- HTML, CSS, JS, C#, Git

AWARDS

- Graphic design competition «Battle of Designers» • **Semifinalist** • 2018 • BSU, Minsk

- The 3rd International Contest-Festival of Youth Art "Colors of the Region of Čiurlionis"
  1st place winner (2014) and **3rd place winner** (2013)
  Art school named after K.M. Čiurlionis, Lithuania, Druskininkai

- The 15th International Enwironmental Children's Drawing Contest • **Honorable Mention**
  2014 • Sponsored by JQA, IQNet, Supported by UNICEF Tokyo Office, Japan, Tokyo

- Republican art competition of children's creativity "Architecture of the native land through the eyes of children" • **2nd place winner** • 2013 • National Festival of Architecture 2013, Minsk

EDUCATION

- **2017 - 2021**: BSTU, Minsk, Faculty of Information Technologies, Design of electronic and web-editions
- **2010 - 2017**: Children's Art School, Grodno

PERSONAL QUALITIES

- Work effectively with small to large teams in a deadline-driven environment
- Extraordinary view at ordinary things
- Creative thinking and vivid imagination
- Multitasking & Flexibility
- Brainstorming
- The ambition to learn new things and evolve
- Openness to new skills and knowledge
- Strong passion for creating games
- Purposefulness
- English - Intermediate (B1)