

Tanya Kondratyeva

Visual Designer



Work experience

Co-founder / Lead designer **Logopony.com**

- Conceptualised and Designed Web App & Landing page (including UI/UX, Marketing materials & other Graphic assets .etc)
- Created «Logo Design System» from the ground up

2016 - now Remote / Talinn, Estonia

Game artist / Lead designer **BOOMTIME**

- Conceptualized and Designed vk.com game rated #4 in "Arcade" with 170K+ active players
- Designed characters and 2d Animations (effects, loop animations .etc)
- Directed Game style, Designed game assets & UI/UX

2017 - 2019 In-house / Riga, Latvia

Senior visual designer **Vivaco Media LP**

- Designed multiple business products from scratch (User Interface, Prototypes, Design Systems, User flow, Marketing materials .etc)

2012 - 2015 Remote (full time) / Riga, Latvia

Web / UI Designer **ADIPSO Agence Web et Mobile**

- Developed User Interface (UI) for Web and Mobile platforms
- Designed Interactive Media & illustrations, web banners .etc
- Working remotely, created 150+ web projects and won several tenders

2009 - 2012 Remote (full time) / Strasbourg, France

Flash Animator / Illustrator **BOOMTIME**

- Designed interactive media content (virtual gifts, mini-games, icons, .etc) for second biggest local Social Network in Latvia

2006 - 2008 In-house / Riga, Latvia

Flash Animator **MediaDIVI**

- Directed and animated 2d short video clips that have been broadcasted on regional TV for years

2004 - 2006 Remote / Riga, Latvia

Contact

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Skillset

Soft skills

Teamwork
Adaptability
Problem-solving
Creativity
Time management
Attention to detail

Hard skills

Adobe CC
Figma
Sketch
Invision
Marvel
Cinema 4d

Education

IHSPP

**Bachelor of Science
in Graphic Design**

Riga, Latvia
2006 - 2010