



Motion Designer

Serhii Mykhailov

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My Skills:

- Proficient in: After Effects (Duik, Newtone 3D, Particular), Photoshop, Illustrator, 3D editor Blender - basic modeling, physics simulation, animation.
- Well-acquainted with Duik script for character animations and streamlining workflow.
- Experience in drawing, character development, and logo design.
- Spring-Summer 2019: Completed the Motion Design course at ProCut School.
- Spring-Winter 2019: Completed the "Blender 2D-Start - Cutout Animation" course at Propellers Studio. Interned at Propellers Studio.
- Successfully completed the first part of the 2D Animation course in Spine by Playrix.
- Easily establish rapport with team members.
- Quick learner.

Work Experience:

Motion Designer *Playgendary*

August 2023 – August 2024

Industry: Game Development

- Responsibilities: Design of marketing creatives for the game *Kick the Buddy*: from animatics to resizing for major advertising platforms. 2D character animation (After Effects, Duik), particle work, physics simulations of objects (liquids, fabrics, particles), modeling in Blender, Newtone 3D, simple object modeling and animation. Generating images for creatives, character skins, and voiceovers via AI.

Video Designer/Motion Designer *Playrix*

July 2022 – August 2023

<https://playrix.com/>

Industry: Game Development

- Responsibilities: Design of marketing creatives for the games *Manor Matters*, *Homescapes*, and *Gardenscapes*: from animatics to resizing for major advertising platforms. 2D character animation (After Effects, Duik), particle work, physics simulations of objects (liquids, fabrics, particles) in Blender, Newtone 3D, simple object modeling, and animation.

Video Designer/Motion Designer *Voki Games*

March 2021 – June 2022

<https://vokigames.com/ua/>

Industry: Game Development

- Responsibilities: Design of marketing creatives: from animatics to resizing for major advertising platforms. 2D character animation (After Effects, Duik), particle work, physics simulations of objects (liquids, fabrics, particles) in Blender, Newton 3D, simple object modeling, and animation.

Creative Designer *"306" Creative Agency*

June 2018 – December 2020

Industry: Advertising, Branding, Presentations, e-Detailing

- Responsibilities: Participation in and oversight of graphic design development for interactive presentations, advertising and marketing materials for the company and its clients, web content, video, and animation products.

Creative Designer (Team Lead) *Viseven Europe*

<https://viseven.com>

November 2012 – June 2018

Industry: IT, e-Detailing

- Responsibilities: Participation in and oversight of graphic design development for interactive presentations, advertising and marketing materials for the company and its clients, web content, video, and animation products. Active involvement in augmented reality (AR) projects.

Designer *"ROS" Company*

<http://www.ros.zt.ua>

February 2010 – January 2011

Industry: Manufacturing and Production

- Responsibilities: Development of the company's corporate identity:
 - Business cards
 - Flyers
 - Letterheads
 - Greeting cards
 - Outdoor advertising
 - Design of advertising brochures and booklets
 - Development of TV commercials
 - Development of press advertising materials
 - Development of flash banners for the web.

Designer/Technical Specialist *"Efemernyi Ofis"*

January 2012 – August 2012 (Freelance)

Industry: IT

- Responsibilities: Style development, preparation of materials, and layout of English-language PDF brochures with interactive elements for the American hosting company WebHostingGeeks.

Supervised cover designers for the brochures. Developed and designed slides and animations for video presentations for WebHostingGeeks. Created illustrations for articles for WebHostingWatch.

Designer/Technical Specialist "Pronto-Kyiv", SUAB LLC / Aviso

<http://www.aviso.com.ua>

August 2001 – November 2012

Industry: Publishing and Printing

- Responsibilities: Development and design of advertising materials for the publication, preparation of layouts for typesetting, cover design, and submission of materials to the printing house. Supervision of software, office equipment, and the local network of the branch.

Graphic Designer "Magic" Advertising Agency

April 2002 – June 2010 (Freelance)

Industry: Advertising and PR Services

- Responsibilities: Development of advertising and marketing materials: logos, brochures, flyers, business cards, leaflets, calendars, newsletters, magazine and newspaper layouts, etc.

Graphic Designer "Propositsiya" Advertising Agency

<http://www.reklamapro.com.ua/>

July 2012 – September 2012 (Freelance)

Industry: Advertising and PR Services

- Responsibilities: Development of advertising and marketing materials: logos, brochures, flyers, business cards, leaflets, calendars, newsletters, magazine and newspaper layouts, etc.