



Andrei Asadchy

Digital Designer

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SUMMARY

First of all, I am a thoughtful designer. 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.com
CEO, 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: ★★★★★

My main instruments are: Adobe Photoshop, Illustrator, AfterEffects, 3ds Max, DaVinci Resolve, Animate (ex-Flash), Audition, Dreamweaver. I have advanced knowledge of HTML and CSS, do photo and video shooting, draw by hand, experienced in typography and photo-retouching.

EDUCATION

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

LANGUAGES

English: advanced
Russian, Belarusian: native