Amgel Dorje /
Amgalan Dorzhiev

Multidisciplinary Designer by Day
Crafting Visual Identities, UI/UX,
and Digital Products

Media Artist by Night
Creating Thought-Provoking Art

Currently in Moscow, Russia

Skills

→ Visual Identity Development
→ UI/UX Design & Research
→ Digital Product Design
→ Web Design & Landing Pages
→ Multi-page Design & Publications
→ Communicational Design
→ Print Material Design
→ Calligraphy
→ Photography
→ 3D Design
→ Motion Graphics
→ Generative Graphics
→ Sound Art

Contact

Email   amgeldorje@gmail.com

Web-site   amgeldorje.xyz

Telegram   @amgel_dorje

Social Media   @amgel_dorje

Professional summary

Multidisciplinary designer by day and media artist by night, with expertise in visual identity development, UI/UX design, and digital product design. Morbidly obsessed with blending various creative disciplines to produce cohesive and impactful designs. Fixated on thorough research, innovative concept development, and effective communication. Dedicated to using art and design to inspire reflection and change. Eager to bring my multidisciplinary talents to a dynamic team where I can contribute to impactful design projects and continue to grow as a creative professional.

Work Experience

2019 – Now   **Independent Multidisciplinary Designer (Remote)**

→ Developed the visual identities of a brands or companies by creating logos, typography, color schemes, and other visual elements that can be used across various mediums.
(Furai | Vernye Druzya | Zagarbazh | Bezma | Chessy)

→ Designed user interfaces for digital products, such as websites or mobile apps, using wireframes, prototypes, and final designs that are both visually appealing and functional for the user. (Furai app | Chessy)

→ Conducted various UX research to better understand the needs and behaviors of users to create more effective and user-friendly designs. This involves user interviews, surveys, and usability testing.

→ Created the overall look and feel of a website, including layout, color scheme, typography, and imagery. This can also involve front-end development work using HTML, CSS, JavaScript, Webflow or Readymag. (Personal Portfolio)

→ Designed visual communications such as posters, brochures, infographics, or other marketing materials that effectively communicate a message or tell a story to a target audience.

→ Designed and formated longer documents such as books, magazines, or reports, including creating a consistent visual style, selecting appropriate fonts and typography, and creating layouts that are easy to read and visually engaging.
(Visual Research "Emotion Through Calligraphy")

→ Created 3D models and visualizations using software Blender and Cinema 4D, and integrated them into larger projects such as animations, games, or installations.
(Chessy | Space Calligraphy)

→ Designed and programmed real-time visual effects & generative graphics with Touchdesigner, and integrated them.
(Furai app | Me.Moment.Universe)

→ Developed ideas and concepts for new projects, products, or services, including researching market trends, creating user personas, and brainstorming ideas for how to bring a new concept to life.

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Software

→ Figma
→ Photoshop, Illustrator, Indesign
→ After Effects, DaVinci Resolve
→ Blender, Cinema 4D
→ Ableton Live 11
→ Touchdesigner
→ Spark AR Studio
→ Readymag, Webflow
→ Visual Studio Code, Github
→ ChatGPT, Midjourney

Projects and visuals
are available on amgeldorje.xyz

Thank you for reading the CV!
Feel free to contact for questions.

Side Activity

2021 – Now   Mixed Media Artist

→ Developed and executed calligraphy designs using various
tools and materials such as pens, brushes, inks, and paper.
(Death. Bardo. Birth. Life. | Dark — Light)

→ Captured and edited photographs using various techniques
and equipment, including digital and film cameras, lighting,
and post-production software.
(Death. Bardo. Birth. Life. | Villain-self)

→ Created immersive art experiences through the integration
of light and sound elements with interactive technologies such
as sensors, microcontrollers, and programming languages, using
Touchdesigner. (Me. Moment. Universe.)

→ Created audio installations and performances that explore
the relationship between sound and space, using a range
of techniques such as field recordings, sampling, and sound
synthesis, using AbleTone Live.

→ Used AR (Augmented Reality) technologies to create
interactive and immersive art experiences, integrating virtual
and physical elements.

→ Developed visual concepts and designs for various media
such as film, games, or advertising, including character design,
environment design, and storyboarding.
(Is death the End? | Chessy)

→ Created original comic book illustrations and storylines,
including character design, panel layout, and dialogue.

→ Created original fashion designs and accessories using
various techniques and materials.

2022 – 2022   Director, screenwriter at "The Photographer" (Moscow)

→ Directed the short screen-life series "The Photographer".

→ Wrote and edited script.

Exhibitions

2023   Art on Loop IV at The Holy Art Gallery (London, UK).

The photo calligraphic series "Death — Bardo — Birth — Life"
were exhibited.

Education

2019 – 2023   Bachelor Degree of Design and Promotion of the Digital
Products at HSE ART AND DESIGN SCHOOL

Moscow