

Amgel Dorje /
Amgalan Dorzhiev

Multidisciplinary Designer

Digital Product Design,
UX/UI, Branding

Currently in Tbilisi, Georgia

Multidisciplinary designer by day, media artist by night—focused on Digital Product Design, UX/UI, and Branding. Originally from the sunny, culturally rich region of Buryatia, I'm morbidly obsessed with blending creative disciplines to craft both impactful and efficient designs. My approach is rooted in deep research and experimentation, enabling me to synthesize effective yet non-trivial solutions.

Skills

- UI/UX Design & Research
- Digital Product Design
- Visual Identity Development
- 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
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Telegram @amgel_dorje
Social Media @amgel_dorje

Work Experience

2024 – Now Product & Brand Designer at Feely (Remote | NY & Serbia)

→ Designing UX/UI and digital products for startups, including Scade Pro.

→ Leading full rebranding development for Rare Assembly, an American company.

→ Defining brand strategy, visual identity, and communication across digital and print.

→ Managing collaboration between design and development for smooth execution.

→ Creating motion design assets for projects like Scade Pro.

→ Coordinating with clients, stakeholders, and developers to align design with business goals.

→ Hosted an internal masterclass on 3D design for Feely studio designers.

2019 – 2024 Independent Multidisciplinary Designer (Remote)

→ Developed visual identities for brands, including logos, typography, and color schemes.

([Furai](#) | [Vernye Druzya](#) | [Zagarbazzh](#) | [Bezma](#) | [Chessy](#))

→ Designed UX/UI for digital products, from wireframes to final interfaces. ([Furai app](#) | [Chessy](#))

→ Conducted UX research through interviews, surveys, and usability testing to create more effective designs.

→ Created website designs and handled front-end development using HTML, CSS, JavaScript, Webflow, and Readymag. ([Personal Portfolio](#))

→ Designed and formatted long-form documents such as books, magazines, and reports. ([Visual Research "Emotion Through Calligraphy"](#))

→ Created 3D models and visualizations using Blender and Cinema 4D, and integrated them into projects. ([Chessy](#) | [Space Calligraphy](#))

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

More info on the next page →

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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

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.

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

Projects and visuals
are available on [amgeldorje.xyz](#)

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