



ALYONA KARMAZIN

Proficient with a wide array of scripting languages and multimedia web tools. Fast learner, hard worker and team player skilled at writing well-designed, and efficient code using current frameworks and best practices in Web and Game development.

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Portfolio: alyona.karmazin.me

Languages: Fluent in Russian

Experience:

November 2013
- Now

Freelance

Graphic and motion design

Create graphic and motion graphics, photography.

June 2013
- March 2014

Alatau Invest Construction

Graphic Designer

Conducted market research.
Coordinated, planned and contributed at trade shows and special events.
Created new print design and ad design for the company.

April 2012
- June 2013

TimeAnimation Studio

Graphic and Motion Designer

Created motion graphics and designing 3D (low poly) elements. Post production for TV programmes.
Keying, color correction, and constantly learning new things.

Education:

Expected grad.
Dec 2020

Computer science

Hunter College

Bachelor in Science

2018

Multimedia Programming and Design

Borough of Manhattan Community College

Associate in Science

2013

Graphic Design

Kazakh Leading Academy of Architecture and Civil Engineering

Bachelor in Art

2008

Advertising design

College of Architecture and Civil Engineering

Associate in Art

Proficiencies:

Graphic tools

Lightroom, Photoshop, After effects, Premier pro, Illustrator, Blender, 3D Max

Photography, Graphic design, UX and UI

DSLR camera
color, composition, layout and typography

Programming

JS (p5.js, p5play.js, JQuery) Node.js, C#, Java

Web programming

HTML5, CSS (SASS), CommonJS

Game engine

Unity, Unity VR

Achivements:

Competitions

The Game Awards 2017 - participant
Unity Humanity Challenge 2019 - participant

Hackathons

Anthrohack 2018
BQ GIRLHACKS Spring 2018

Presentations

BARS Research Symposium 2018:
Presentation of VR game and and research project.