

## 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 Github: github.com/AlyonaTiki Linkedin: alyona-karmazin

## **Experience**:

November 2013

Freelance

Graphic and motion design - Present

Create graphic and motion graphics, photography.

June 2013

**Alatau Invest Construction** 

- March 2014 Graphic Designer

Conducted market research.

Coordinated, planed and contributed at trade shows

and special events.

Created new print design and ad design for the company.

April 2012

TimeAnimation Studio

- June 2013

Graphic and Motion Designer

Created motion graphics and designing 3D (low poly) ele-

ments. Post production for TV programms.

Keying, color correction, and constantly learning new thinas.

**Education**:

Expected grad.

Computer science

Dec 2020 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:

Languages: Fluent in Russian

Graphic tools

Lightroom, Photoshop, After effects, Premier pro, Illustrator, Blender

Photography, Graphic design, UX and UI

DSLR camera, color, composition, layout and typography

**Programming** 

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

Web programming

HTML5, CSS (SASS), Bootsrtap

Game engine

Unity3D, Unity VR

Achivements:

Competitions

The Game Awards 2017 - participant Unity Humanity Challenge 2019 -

Judges Reviewing

Hackathons and Conferences

Anthrohack 2018

BQ GIRLHACKS Spring 2018

Codeland 2018 and Unity Developer Day 2018, 2019 - attendee

Presentations

BARS Research Symposium 2018

(VR game "Origami Pilot")

Presentation of VR game and and

research project 2019.