

LILY KIRICHENKO

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SKILLS

- Work in game engines. (Unity, Unreal Engine, Pygame)
- Scripting with C#, C++ (Background) + Node-based method and Python (Background)
- Basic understanding of JavaScript, HTML & CSS.
- Modeling skills using Maya, Blender, ZBrush, Revit, Rhino and other 3D tool.
- Working knowledge of digital content creation tools such Photoshop, Illustrator, Indesign and Krita.
- Experience with Adobe After Effects.
- Good understanding of Texturing and rendering process. work with Adobe Substance Painter, Marmoset, Arnold and DIALux.
- Working with Tools such Git, Github, VScode, Visual studio and Markdown.
- Creativity
- Critical Thinking and problem solving
- Communication and Teamwork
- Time Management
- Knowledge of Languages: Hebrew, English, Ukrainian, Russian.

SUMMARY

Dynamic and versatile designer with a rich background in art, painting, drawing, and sketching, coupled with a meticulous attention to detail. Profound understanding of space, shape and color. Experience in interior design, environment, and architecture. Currently pursuing engage in game design, development, and digital art, seeking a challenging role within the gaming industry to leverage my skill set and contribute to innovative projects.

EXPERIENCE

Freelancer in Design and Architecture works

2023-Present

Self-Employed

- Conceptualized and executed design, art, and architecture projects using a range of 3D and 2D software, including Photoshop, InDesign, Revit, Rhino, ZBrush, and Maya.
- Specialization in architectural modeling, rendering, and sketching to bring virtual environments to life.
- Developing and prepared presentation sheets for various projects.
- Realization of small-scale Unity environment projects using C# programming language.

Interior, Environment and Architecture Designer

2022-2023

Klapper Architect (Giv'at Shmuel)

- Participation in design, concept and planning boutique projects, specializing in interior and environment design for villas, cafes, and hotels in Israel and abroad, with an emphasis on the concept of experience of space and environment.
- Using the Revit and Rhino software for architectural modeling.
- Created sheets, drawings, and presentations using Photoshop and InDesign software.
- Collaborated with engineers, architects, consultants, and clients.

Architecture Designer and Practical Engineer

2021-2022

Gutman Assif Architects (Tel Aviv)

- Contributed to large-scale projects, including schools, hotels, and commercial spaces, from concept to execution.
- Adherence to standards and documentations while fostering innovation in the design process.

Freelance Works of Art

2013-2021

Self-Employed

- Created art pieces, including murals for synagogues and private spaces.
- Completed commissioned paintings, showcasing versatility in artistic expression.

Museum Curator

2011-2013

Ukraine

- Curated dynamic exhibitions in collaboration with municipal art department, demonstrating an understanding of storytelling and interactive design within the museum space.
- Undertook the restoration of art objects within the museum, preserving cultural heritage.

EDUCATION

Game Design and Development

2022 - Present

HackerU College

P.Eng. Architecture and Interior Design (Graduated with honors)

2018 - 2020

Shenkar College

B.Des. Bachelor of Design (Graduated with honors)

2015 - 2019

Shenkar College

The Shool of Art

2001 - 2008

Ukraine

COURSES AND WORKSHOPS

- International Heritage Preservation, Documentation and Environment research workshop, in collaboration with the University of Politecnico de Milano. (Verona, Italy), (trainee)
- Training School of the COST ACTION on Digital heritage. (Slovenia)
- Training school of the COST ACTION on studying archeological collections in the Digital Environment. (Bosnia and Gerzegovina, Burch University)