

LILY KIRICHENKO

📍 KIRYAT GAT, ISRAEL

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🌐 <https://www.linkedin.com/in/lilyrchli/>

Portfolio site :

🌐 <https://lily-winner.github.io/>

SKILLS

- Experience working with editors Maya, ZBrush, Blender, Revit, and Rhino.
- Experienced in digital content creation tools: Photoshop, Illustrator, InDesign, Inkscape, and Krita.
- Skilled in 2D animation with Adobe After Effects and Spine.
- Good understanding of the Texturing and rendering process. work with Adobe Substance 3D Painter, Marmoset, Arnold and DIALux.
- Ability to draw by hand (experience using tablets)
- Work in game engines. (Unity, Unreal Engine, Pygame)
- Scripting with C#, C++ (Background) + Node-based method and Python (Background)
- Working with Tools such as Git, Github, VScode, Visual Studio, and Markdown.
- Basic understanding of JavaScript, HTML & CSS.
- Creativity
- Critical Thinking and problem-solving
- Communication and Teamwork
- Ability to complete work efficiently and on time.
- Knowledge of Languages: Hebrew, English, Ukrainian, Russian.



SUMMARY

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



EXPERIENCE

Freelancer in Art and Design

2023-Present Self-Employed

- Conceptualized and executed 2D, 3D projects using Photoshop, InDesign, After Effects, Revit, Rhino, ZBrush, Blender and Maya.
- Implementation and participation in small 2D animation projects.
- Experience in modeling, rendering, and sketching to bring virtual environments to life.
- Developed and prepared presentation sheets for various projects.
- Realization of small-scale Unity environment projects using C# programming language.

Design Specialist - Focused on Interior, Environmental, and Architectural Design

2022-2023

Klapper Architects (Giv'at Shmuel. Israel)

- Played a pivotal role in the conceptualization, design, and planning of projects, focusing on interior and environmental experiences tailored for diverse spaces such as villas, cafes, and hotels, both in Israel and internationally.
- Proficiently utilized 3D modelling software such as Revit and Rhino, to execute modeling, ensuring precise and visually captivating representations of design concepts.
- Produced comprehensive sheets, drawings, and presentations utilizing Photoshop and InDesign software, communicating design visions to stakeholders.
- Collaborated closely with multidisciplinary teams and clients to integrate diverse perspectives and insights into the design process.

Architectural Designer

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 documentation while fostering innovation in the design process.

Freelancer in Art

2013-2021

Self-Employed

- Experience in artistic projects, including murals for synagogues and private spaces.
- Performing artistic work, showcasing versatility in artistic expression.

Museum Curator

2011-2013

Ukraine

- Curated dynamic exhibitions in collaboration with the 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 School 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 Herzegovina, Burch University)