

Yevhenii Timofieiev

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Profile

UI/UX & Graphic Designer with international experience in digital product design (France, Moldova, UK). Specialized in user-centered design, mobile & web interfaces, and visual systems. Passionate about creating intuitive, accessible, and pixel-perfect digital experiences. Looking to contribute to a Digital Banking team by combining design strategy, usability testing, and creative problem-solving.

Education

2010 – 2021 : Gymnasium School 13 (Ukraine, Odessa) – Middle & High school

2021 – 2025 : University ITStep (Ukraine, Odessa) – Bachelor in Computer Graphics & Design

Professional Experience

2025 (October - Present): Content creator (YouTube Channels + Reels)

- Trend analysis: research of popular formats and topics
- Selection of relevant tags and descriptions to increase reach
- Analysis of views, engagement, and content performance metrics
- Creation of video content using AI tools
- Independent video recording and editing
- Editing and final post-production of content

2025 (September): ACT. Castel Mimi (Chisinau, Moldova) – Projection & Motion Designer

- Designed video projection for cultural event
- Developed visual concept and animation for large-scale mapping

2025 (July – August): Studently (UK Startup) – Graphic & Motion Designer

- Brand identity
- Advertising posters and promotional videos

2024 (May – July): Dvigunity S.A.S. (Paris, France) – UI/UX Designer

- Worked on the Azug website project
- Designed user interface and visual identity

2023 (December): FanFan (Chisinau, Moldova) – Graphic Designer

- Advertising posters

Technologies & Software

Design & UI/UX: Figma, Photoshop, Illustrator

Motion & Projection: After Effects, Premiere Pro, Audition

3D Design & Visualization: 3ds Max, Maya, Substance Painter, Marmoset Toolbag, ZBrush

Languages

Ukrainian – Native

Russian – Native

English – B2

Romanian – A2