





Simona Dumascu


GRAPHIC DESIGNER


Graphic design graduate looking for an entry-level job.
Passionate about illustration and concept art. Experience creating website designs for international projects as a student at League AC.
Skilled in Adobe Creative Suite and 3D modeling.
[Portfolio](#), [Artstation](#), and [Instagram](#).


CONTACT

 (34) 609 167 777

 dumascusimona@gmail.com

 Dublin, Ireland

 [Portfolio](#)

 [LinkedIn](#)

EDUCATION

Graphic Design
2017-2020
Faculty of Arts and Design,
U.V.T

Public Administration
2018-2021
Faculty of Law,
U.C.

SKILLS

- Photoshop advanced
- Illustrator advanced
- Figma advanced
- InDesign intermediate
- Blender intermediate
- Maya intermediate

LANGUAGES

- Romanian Native
- English C2
- Spanish C1

EXPERIENCE

Present - Decemeber 2021	Concept Artist - Barcelona Misstep Studios, Working on Death by Misstep <ul style="list-style-type: none">- Assist in establishing the style of the project and be a reference for all elements of art production (Environment, Character, UI etc.)- Videogame genre: First-Person Horror / Stealth and Rhythm.
Present - June 2021	Freelance - Madrid Work for companies and particulars <ul style="list-style-type: none">- Promotional campaign for the Software and AI Company XVision.- Illustrations, concepts and traditional art for individuals and companies on Upwork.
June 2021 - 2018	Graphic Design - Timișoara, Romania Student Organisation at the Faculty of Automatization and Computers (Liga AC), Polytechnic University of Timisoara <ul style="list-style-type: none">- Charged with designing projects campaigns: social media posts, posters, press ads, outdoor, flyers, invitations, web graphics.
October 2020 - August 2020	Volunteering Project - Istanbul, Turkey Project Myself, my World for International Association (AIESEC) <ul style="list-style-type: none">- Participation in an international youth-run, non-governmental and not-for-profit organization focused on leadership development, cross-cultural internships, and global volunteer exchange experiences.

PORTFOLIO

WEBPAGE

The portfolio includes a variety of projects: web design, branding, app design, illustration and characters design. The webpage was created by myself using HTML5, CSS and Bootstrap.

ARTSTATION

Artworks focused on Character Design in a semi-realistic approach. One of the projects is a digital interpretation of the characters from the science-fiction novel "Dune".

INSTAGRAM

Publications related to personal projects, comissions, and becoming part of a community.

APTITUDES

- Expertise in Adobe Products: Illustrator, Photoshop, InDesign.
- Experienced with prototyping tools: Figma and Adobe XD.
- Intermediate level of video editing in Adobe After Effects.
- Designed responsive web pages in HTML5 and CSS3.
- Experience working on international projects.
- Intermediate level of web design (UX/UI).
- High proficiency in English.
- Knowledge of 3D modeling.