Chingiz Baidavletov

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Experience

Nazarbayev Intellectual Schools   *Jul 2017 - Oct 2022*
Graphic Designer | 3D Artist

- Exceeded company's sales KPIs by 30% by designing landing pages, product packaging, logos and brand books for advertising campaigns
- Developed UI/UX, illustrations and graphic elements for educational games, which were successfully launched as the part of governmental Secondary school curriculum
- Created 3D environment and props for virtual educational laboratories in Blender, including modeling, texturing and lighting for realistic effects, which contributed to the improvement of student educational achievements by increasing their interest to the exact sciences
- Increased the attendance and popularity of annual educational conferences by designing motion graphics, promotion posters, brochures, flyers, banners, infographics and video presentations

LLP Grad Servis   *May 2016 - Jun 2017*
Architect

- Managed and coordinated the team of 5 project designers
- Created 2D draft designs, detail projects, engineering documentation and technical specifications using AutoCAD
- Increased sales by 25% by rendering photorealistic visualizations of buildings for presentations to customers
- Designed 3D models and architectural visualization

LLP Generalnyy Plan KZ   *Jul 2014 - Oct 2015*
Architect

- Developed the full detail project of Residential complex with 10 sections, which was build and successfully sold out
- Managed and coordinated the team of 2 project designers
- Created 2D draft designs, detail projects, engineering documentation and technical specifications using AutoCAD
- Designed 3D models and architectural visualization

Education

L. N. Gumilyov Eurasian National University, Astana *(2012-2014)*
Kazakh Leading Academy of Architecture and Civil Engineering, Almaty *(2009-2011)*
Bachelor of Fine Arts, in specialty Architecture

Awards

British Council, IELTS: L7.5 – R6.5 – W6.5 – S7.0 **Overall 7.0** (2019)
Adobe After Effects | Advanced Level, RealTime School *(2017)*
AutoCAD, certificate of Achievement *(2011)*

Technical Skills

Skills: Project management, Blender, attention to details, Figma, desire to learn, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, MS Office, Substance Painter, Marmoset Toolbag, Mac/Win.