



## ANDREY PAVLYCHEV

### UI ARTIST AND ANIMATOR

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## PROFILE

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As a graphic designer and animator, I have gained valuable experience designing arts for a number of various games for about 10 years. Being a creative, reliable, hard-working and challenging designer, I can work well in a collaborative team environment or individually. My career goals are to continue to learn and grow as an artist while keeping on improving my creativity, knowledge and skills.

## EXPERIENCE

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### FREELANCE ARTIST

Samui, Thailand | January 2015 — Present

Development of graphic game content for individual clients. Mobile apps.

### UI DESIGNER

KRIVORUKOFF LLP | Samui, Thailand | March 2014 — January 2015

Mobile games. Both redesigning current interfaces and developing new ones; creating interface animation samples for the developers; building user interfaces in Unity3D (NGUI Framework); icon design.

Projects: Adventure Era, Epic Squad.

### ARTIST AND 2D-ANIMATOR

CRAZYBIT LLC | Moscow, Russia | July 2010 — March 2014

Browser, Social and Mobile games. Complete cycle development of game graphics, starting from designing and making UI assets up to creating logos and App Icons; design of various buildings and sprites for city-builders and "Clash of Clans"- like games; characters and in-game items animation.

Projects: Lost Island, Lost Chapters, Experiment, Hellout, Soldiers of Fortune, S.O.S, Metro City, Sinners, BOOM!

### FLASH DESIGNER

IT-TERRITORY/MAIL.RU | Moscow, Russia | December 2009 — July 2010

Browser and Social games. Development of graphic game content; design of interfaces; animation.

Projects: TimeZero, Juggernaut, Legends: Legacy of the Dragons, In the Hood, Cosmics, Troetsarstvie.

### GRAPHIC DESIGNER

TIMEZERO LLC | Moscow, Russia | September 2007 — December 2009

Browser and Social games. Graphics development for the company game projects; interfaces and icons design; creating in-game items; characters animation. Development of promotional content; corporate identity and merchandise design.

Projects: TimeZero, Destiny Online, BUGS, Evil Tale, Crouching Panda Hidden Moose, Funny War, Dragons, Pyramid.

### DESIGNER

ERA LLC | Moscow, Russia | October 2006 — August 2007

Company web-site design, content management. Design of packaging and promotional materials.

## EDUCATION

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Saransk, Russia | 2002 — 2008

Area Studies Specialist, Mordovia State University

Saransk, Russia | 1996 — 2001

Pictural Art Department, Saransk State Art School #4

## SKILLS

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UI design, Icon design, Game items design, Logo Design, Character and UI animation (2D), Flash banners (with no Action Script).

## SOFTWARE

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Adobe Illustrator, Photoshop, Flash, Sketch app, Unity3D (NGUI framework). JIRA, Redmine, Trello, GitHub. OSX