

# *Design Portfolio*

Mateja Blazhevski

## Table of Content

Page 3 .....	About Me
Page 4 .....	Experience with Photoshop
Page 5 .....	Projects in Photography
Page 6 .....	Work in Unity/Blender
Page 7 .....	Experience in Illustrator

Phone: 819 665 2827  
Email: matejablazhevski@gmail.com  
257 Lisgar Street, Ottawa, ON

## About Me

### Education and Experience:

My name is Mateja Blazhevski, a 21 year old student at Carleton University, Ottawa. As a soon-to-be graduate in the field of Media Production and Design, I have learned much in the ways of storytelling and graphic design.

I have experience working with software by Adobe, most notably in Adobe Photoshop, Illustrator, and InDesign. All of these programs have found themselves useful throughout the majority of my studies.

### Hobbies:

A big fan of the outdoors, I enjoy spending most of my time outside on walks, hikes, and camping. Recreation is a big part of my life, so I spend a lot of time cycling and working out. When indoors, I enjoy listening to music, cooking, and hanging out with friends and family.

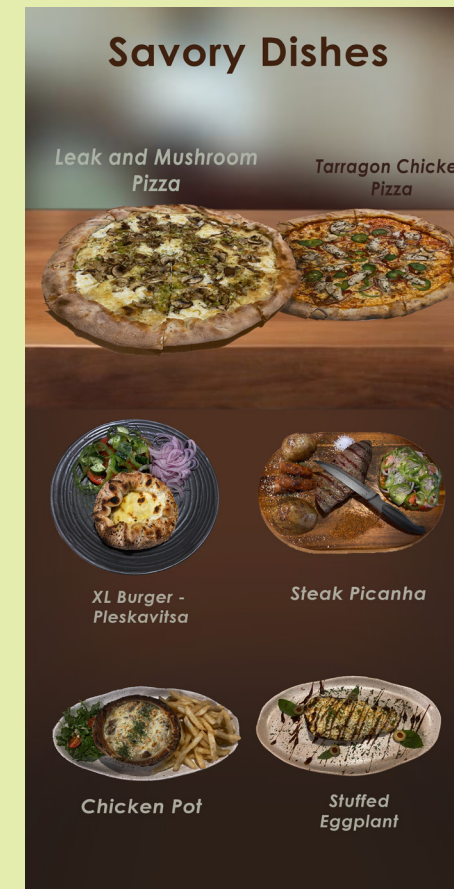
### Passions and Skills:

Outside of school and work, I am passionate about learning many new things. I have a deep interest in studying history, geography, and international languages. Currently, I am fluent in four languages (English, Spanish, Macedonian, Serbo-Croatian), and have studied many more in the past (French, German, Russian, Portuguese). I consider myself an organized worker and a dedicated learner, capable of adapting to fast-paced environments.

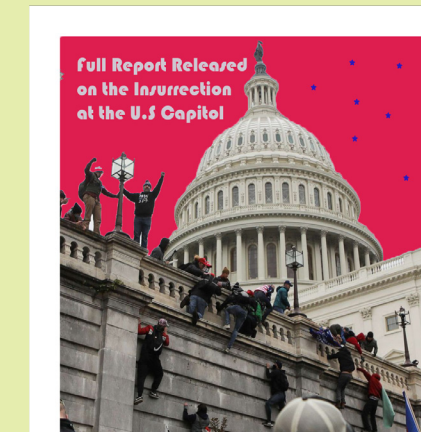
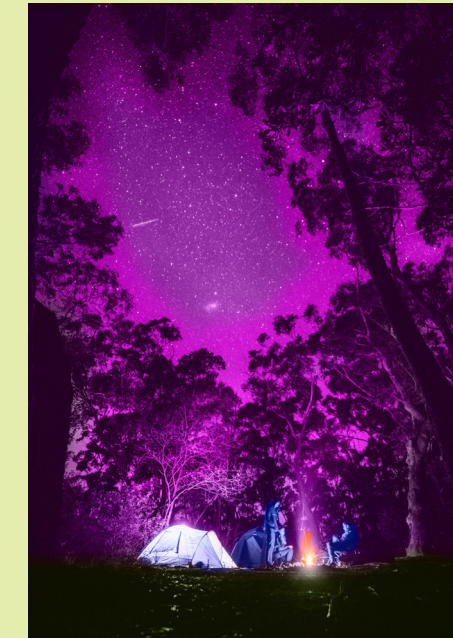
### Online Projects and Websites:

<https://pestalocibibliotekaonline.weebly.com/>

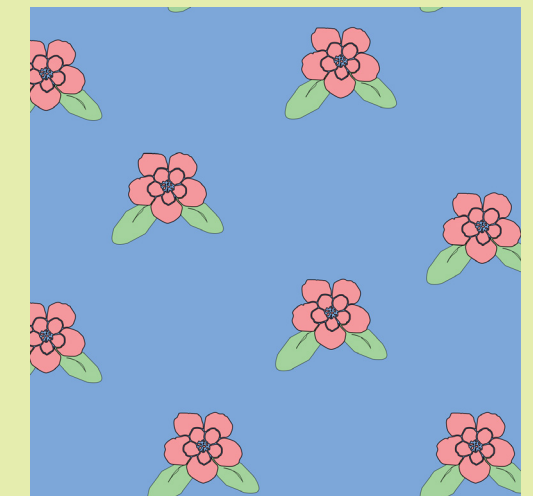
## Photoshop



Promotional Poster created for the restaurant I work at



- Social Media Campaign for a journalism class surrounding the January 6th Capitol Incident (2022)



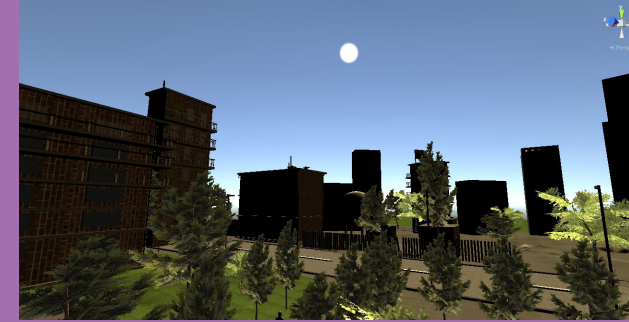


## Photography

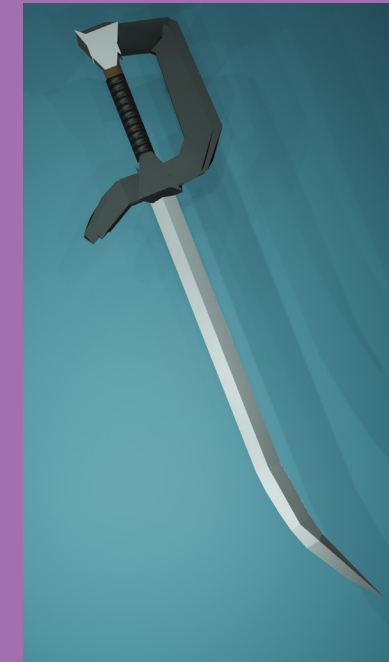
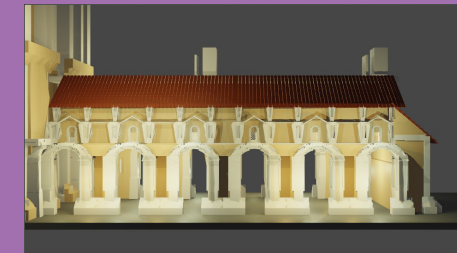
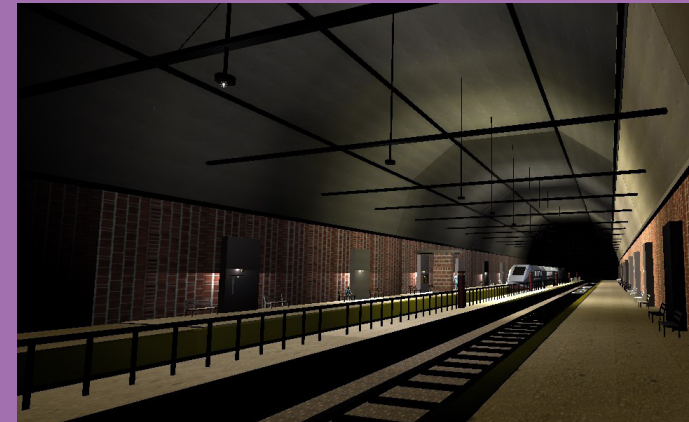


Photography, apart from being a personal interest, is also something I have studied about in school. Leading lines, rule of thirds, center dominant eye rule.  
Lighting, cropping, editing with the help of photoshop.

## Blender and Unity



Scenes from short Film in Unity:  
*"Life Sucks!", 2023*

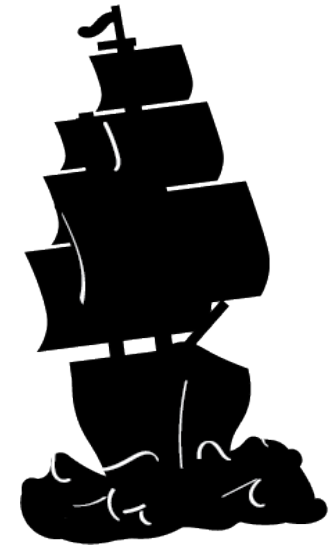
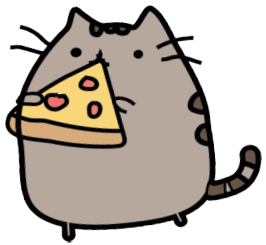


By using Blender and Unity our course had tasked us to create a short animated story, incorporating mostly individually made assets. We then were told to add a character to the story, which we would have to animate using Unity's in-built animation system, using premade animations from Mixamo.  
On a further note, I have created several personal projects within blender in order to practice using this software.



# Illustrator

Several projects throughout my school-years saw the use of graphics created in Adobe Illustrator - whether it be logos, designs, or simple drawings.



Recreation of Inuit artist's Jessie Oonark's work "**Untitled**" (tapestry) in illustrator. 2021.