



# vanya prokopovich

Information Architect

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734 604 4774

## speak

### Languages:

- » Proficient:  
English, Russian, German
- » Intermideate:  
Belarusian, Ukrainian

## education

- |              |   |
|--------------|---|
| 2015 - PRES. | University of Michigan, Ann Arbor<br>Data Visualization |
| 2011 - 2012  | Washtenaw Community College<br>Graphic Design           |

## interests

### Design

Data Visualization;  
Data Analysis;  
Graphic Design;

## skills

### Software

Photoshop, Illustrator, Sketch,  
After Effects, InDesign

Sony Vegas, Rhino 3D

### Additional Skills

- + Illustration
- + Photography
- + Video editing
- + Parkour/freerunning :)

## experience

- |  |                                   |                       |
|--|-----------------------------------|-----------------------|
| 2018 - PRES.   | optiMzie (University of Michigan) | Visual Data Architect |
| Graphic Design, Infographics & Visualizations  |                                   |                       |
| » Generated powerful interactive visualizations to deliver a message to a large audience of student and faculty  |                                   |                       |
| » Developed a compelling graphics to be used for print and on the web, explaining organization's structure and events' time lines.   |                                   |                       |
| 2016 - PRES.   | MPOWERED (University of Michigan) | Web-developer         |
| Project Management, Graphic Design, Web Design   |                                   |                       |
| » Led team through design process for organization's website   |                                   |                       |
| » Collaborated with the team of 5 designers to produce promotional material  |                                   |                       |
| 2012 - 2015  | Backyard Brains                   | Graphic Designer      |
| Graphic Design, Animation, Illustration, Product Design  |                                   |                       |
| » Directed art and design processes at a fast growing neuroscience startup   |                                   |                       |
| » Developed a smartphone-powered, portable DIY microscope for under \$100 per unit through collaboration with a product designer; design processes included rapid prototyping using Adobe Creative Suite, industrial laser cutter, 3D printing and injection molding |                                   |                       |