

A dark blue silhouette of a vintage television set with two antennae on top and two legs on the bottom. The screen area is filled with a lighter blue and green abstract pattern.

VICTORIA BARINOVA

PORTFOLIO

Graphic Design
UI / 2D Art
Motion Graphics

UCIrvine Brochures



University of California Irvine
3+2 Engineering Program
Design: Victoria Barinova



University of California Irvine
UCInspire Program
Design: Victoria Barinova



These are my graphic design works during my employment at UCIrvine. The brochures follow the UCI brand guidelines while also featuring a creative flair to advertise the academic programs for Henry Samueli's School of Engineering.

Site Designs



INT2025 Conference Website

I have created the logo, home, and page banners for the INT2025 conference website. Everything was made using CC0 stock images.

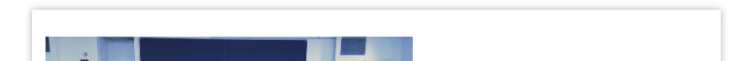
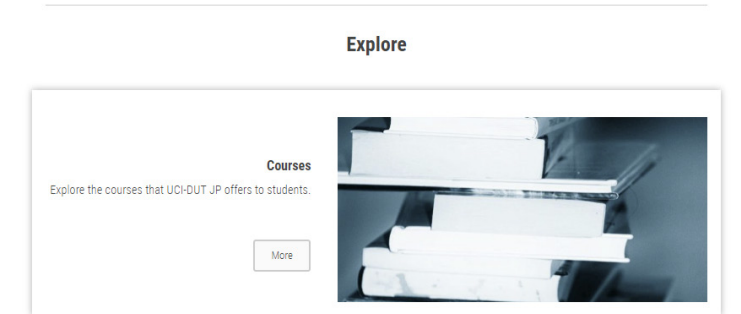
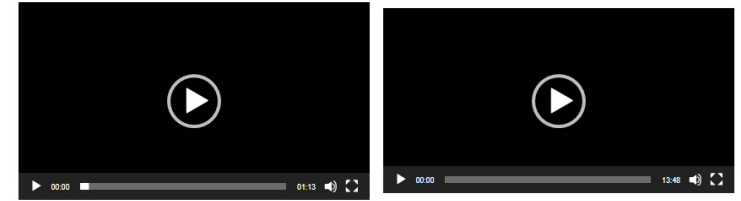
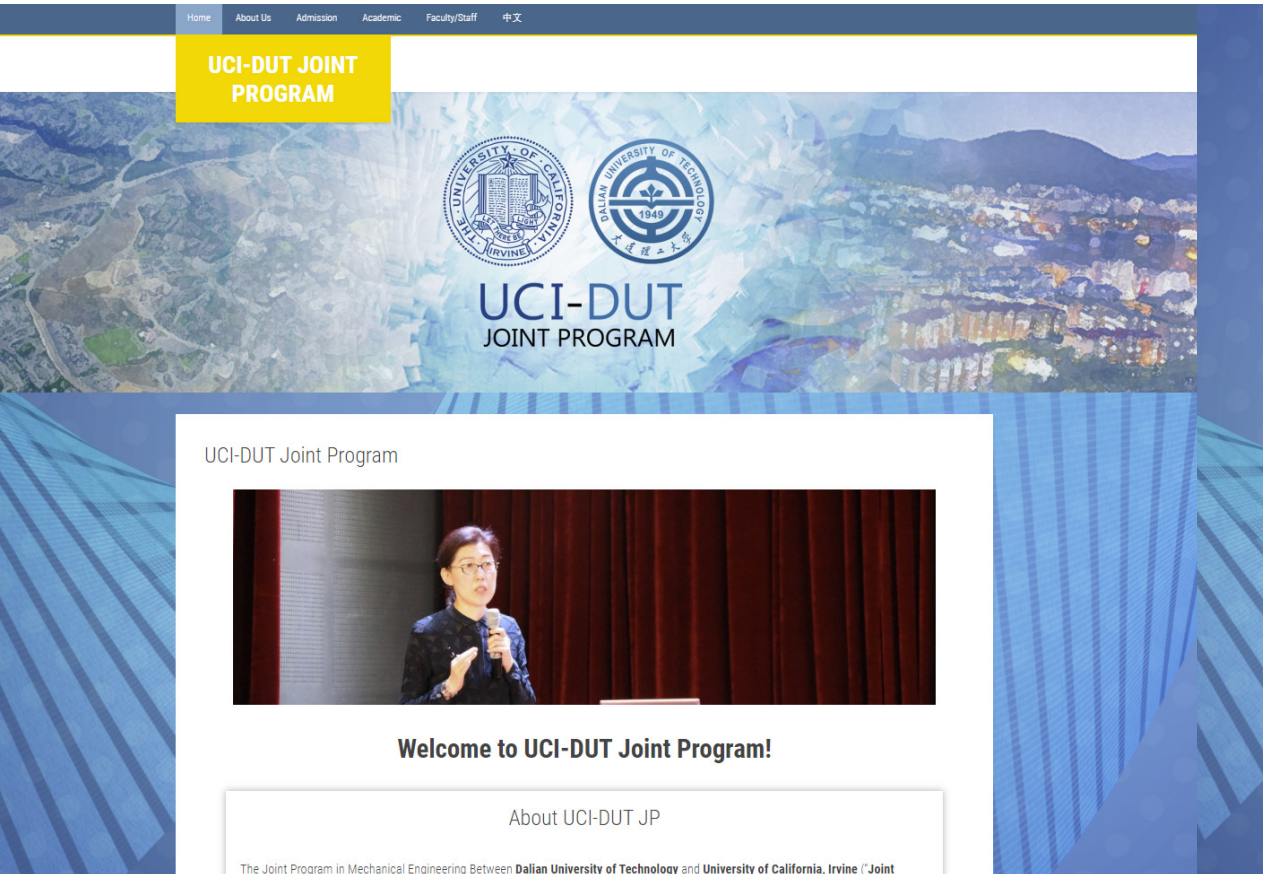
For the website, I considered the main conference theme - Artificial Intelligence in 2025 - and decided to go for a modern look to evoke the feeling of 'future technology' and decide on the cyan with magenta accent for the color scheme.

Tools: Drupal



UCI-DUT Joint Program website

I have designed the website from modified template provided via UCI Sites tools. The header image and homepage assets are custom-made. It is still in progress but is frequently improved upon. Tools: WordPress



Logos



UCInspire: 10-Week Undergraduate Research Program

INTERNATIONAL STUDENT PROGRAM IMMERSIVE RESEARCH EXPERIENCE

These are the logos I have designed for the academic programs. UCInspire one is based on brand guidelines, and the mosaic design inspires the brochure design shown earlier.

ShadowCast is a mixed reality musical theater karaoke spectacle (VR). I have been involved on the project from beginning working with the art style development and HUD design. One of my duties was to make marketing materials, and I designed a logo icon for the project.

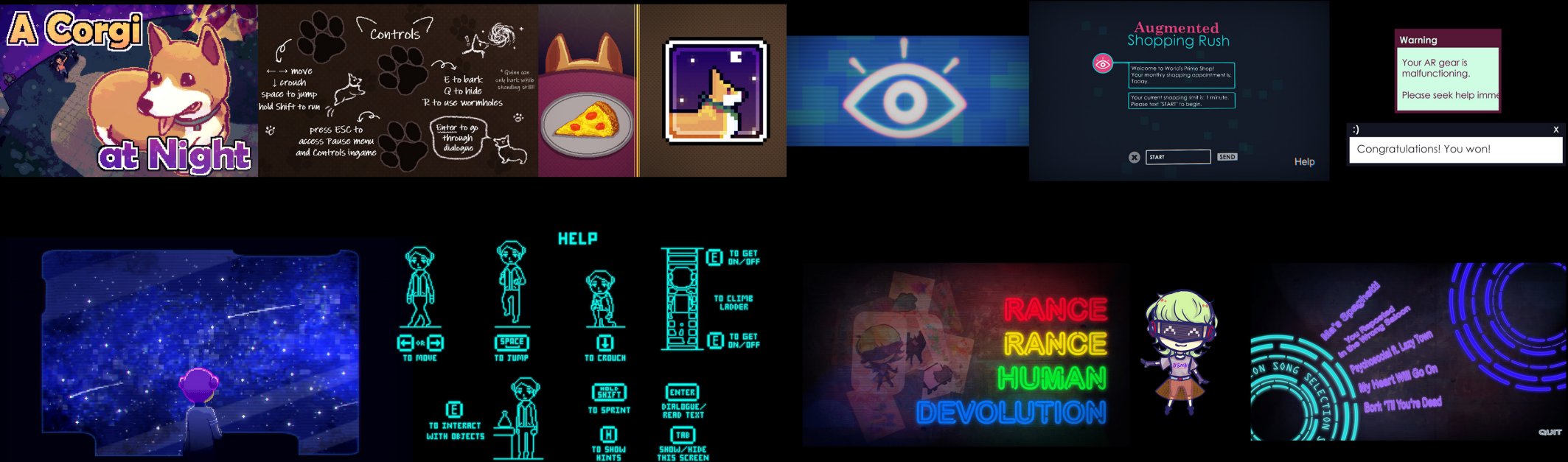


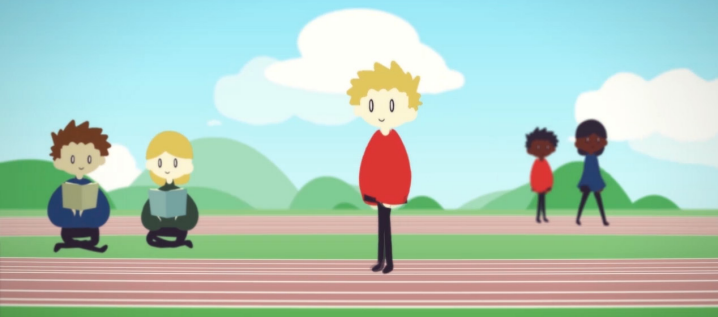
Draft to Final



UI Art

For my degree, I have done a lot of computer game development projects. My primary duty has usually been 2D art assets, UI/UX design, and other graphical duties. For various games I applied variety of art styles - hand-drawn, pixel art, and even 3D.





I have expert proficiency in Adobe Premiere Pro and After Effects programs when it comes to video editing and animations.

Stills above are from various PSA animation projects in school, done with a partner. My solo work is recently involved more with cutscene animations for the game projects.

For ShadowCast VR project, I have even used After Effects to create mock-ups for UI/UX designs for the development team to use to implement HUD for the users.



Above: animated cutscene for a game's opening.

I even made a video [trailer](#) for my capstone project!

Motions Graphics & Video



**Graphic Design? UI/UX?
Let me design for you!**

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