



Rekunova Maria

DIGITAL DESIGNER

Info

8 February 1997

Kyiv, Ukraine

ma.rekunova@gmail.com

+38 (063) 726 60 43

About Me

I am a highly organized digital designer & developer. With a passion for animation and strong attention to details, I'd like to put my skills, experience, and creativity to bring your projects to life. I am proactive, productive, and ready to work on challenging projects to expand my knowledge, improve on English, and reach new achievements together.

Languages

Ukrainian Native

Russian Native

English Upper - intermediate (B2)

German Beginner (A1)

Hobbies

Sport, painting, travelling, cinematography

Education

2014 - 2018
Bachelor Degree

Specialist in automation and computer-integrated technologies
Kyiv National University of Technologies and Design

2018 - 2019
Master Degree

Computer systems and automation research engineer
Kyiv National University of Technologies and Design

Skills

- HTML5, CSS3/SASS
- Javascript (basic)
- Photoshop, Figma, Illustrator
- Web design/development
- After Effects/motion design
- GSAP animation library
- Sony Vegas
- Understanding BEM principles

Experience

July 2019 -
present time

Digital Designer
Inskin Media

- creating mock-ups for a range of devices using providing assets & following brand guidelines;
- developing rich media adverts using HTML, CSS, JS/Query
- usage of GSAP animation library, native CSS3 animation, sprite sheets;
- collaborating with international teams, going through a manager-client process, managing multiple campaigns at any one time
- developing complex, non-intrusive, grabbing attention animation;
- understanding and analyzing client's wishes, generating creative ideas, working on best solutions, solving problems, meeting deadlines;

September
2018

Junior Digital Designer
Inskin Media

Certificates

First Certificate in English Kyiv, 2014
FCE confirms an upper-intermediate level of English

Personal Qualities

Responsible, proactive, highly organized, detail-oriented, problem solving, communicative, easy-going