

OLGA YAKOVLEVA

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EXPERIENCE

Wolters Kluwer New York 08.16 - Present

GRAPHIC AND DIGITAL DESIGNER

- Responsible for creation of marketing materials utilizing graphics, animation and video editing.
- Find creative solutions for the design of marketing campaigns and promotions.
- Produce innovative branding solutions.
- Design and produce materials for web including gifs.

Solomeina New York 12.15 - 08.16

GRAPHIC AND DIGITAL DESIGNER

- Retouching jewelry pictures and updating same on company website.
- Responsible for development and maintenance of company website.
- Provide assistance related to a variety of creative projects.

Click Therapeutics New York 10.14 - 01.15

GRAPHIC DESIGNER / WEB DEVELOPER

- Responsible for development and maintenance of company website.
- Provided graphic design services to improve visual functionality of mobile applications.
- Worked closely with mobile application developers to improve user experience including research and experimentation with wireframes and interfaces.
- Developed graphics and materials using Adobe Creative Suite (Photoshop, After Effects, Illustrator, Premier Pro, InDesign).

TransPerfect Translations New York 07.12 - 05.14

GRAPHIC DESIGNER / TECHNICAL PROJECT MANAGER

- Responsible for testing functionality of proprietary software utilized by company.
- Designed interfaces; identified strengths and weaknesses.
- Monitored web-based projects and prepared digital presentations regarding solutions.
- Assisted with redesign of company web pages including digital design of various elements.
- Provided technical support services for internal software users.

Dworkz Interactive New York 05.12 - 07.12

GRAPHIC DESIGNER / PROJECT MANAGER

- Responsible for design of wireframes and interfaces for client websites and applications.
- Responsible for testing functionality of products using various browsers.
- Assisted with business development and marketing to prospective new clients.

EDUCATION

Parsons The New School For Design

New York . NY Fall 2014 - Spring 2016

MASTER OF FINE ARTS - MFA

Major: Design and Technology

Parsons The New School For Design

New York . NY Fall 2012 - Fall 2013

CONTINUING EDUCATION, GRAPHIC DESIGN

Major: Graphic and Digital Design

The City College of New York

New York . NY Fall 2007 - Spring 2010

BACHELOR OF THE ARTS - BA

Major: Media and Communication Arts

COLLABORATIONS

Tribeca Film Institute November 2016

Interactive Co/Lab; Detroit, MI

- Participated in three day "hackathon" focused on the future of the City of Detroit and its residents.
- Responsibilities included UX/UI design, digital design and animation.
- Presented final work product at public forum.

TECHNICAL SKILLS

Adobe Creative Suite

Photoshop

Illustrator

InDesign

After Effects

Premier Pro

Software Development

HTML, CSS

JQuery, JavaScript

Other Software and Technologies

Drone "Phantom 3 Standard"

Pro Tools

Processing

Interactive Design

Rapid prototyping: hardware and software sketching, video prototyping, technical proof-of-concepts.

INTERESTS

Photography. Video editing. Travel. Languages. Modern and urban art. Music. History. Literature. Skiing. Modern theater. Independent movies.