

Serhii Romashkin | UI Motion Designer

Slovenia, 1000 Ljubljana

[Web](#) | [Behance](#) | Skype: hqOr1on | Discord: Serhii Romashkin#7492 | hi@romashkin.xyz

Skills and Software

Motion graphics, graphic design, UI/UX, matchmoving(tracking) 3D and objects, iconography, lighting, particles, smoke/fire simulations, soft body simulations, HTML & CSS.

Adobe Suite (AE, PS, AI, PR) | Cinema 4D (Redshift 3D, FumeFX) | Figma | Syntheyes

Experience

FEBRUARY 2021 - PRESENT

[WayRay](#), **Ukraine, Bila Tserkva** - AR Designer (Remote)

- Created concept design for new generation AR navigation.
- Participated in SMM campaigns, created various concept designs for different vehicles and devices.
- Participated in companies exhibitions, created promo videos and various motion graphics elements.

JANUARY 2010 - PRESENT

[Freelance](#), **Ukraine, Bila Tserkva** - Motion Designer

- Created various motion graphics for commercials and video games.
- Participated in creating scripts and storyboards.
- Created visual FX (explosions, fire and smoke simulations) for commercials.

JULY 2019 - MARCH 2020

[Mundfish](#), **Ukraine, Bila Tserkva** - UI Motion Designer, UX Designer (Remote)

- Developed in-game HUD motion concepts.
- Participated in UX research for in-game and main menu UI.
- Designed and produced art assets for the UI.

SEPTEMBER 2018 - MARCH 2019

[Eagle Dynamics](#), **Ukraine, Bila Tserkva** - UI Motion Designer (Remote)

- Created main menu concepts for DCS World and MAC.
- Created UI motion concept for aircraft selection menu for DCS.
- Participated in VFX creation and optimization for DCS.

Additional Information

LANGUAGES: Intermediate English, Native Russian and Ukrainian, Basic Slovenian