



Timofei Babkin

DESIGNER UX UI

e-mail: gippetim@yandex.ru

telegram: @fritz_tmfbz

whatsApp: +7 (747) 120-19-13

My name is Timofei Babkin. I've been a graphic designer for 10+ years. Over the years, I cooperated with the largest holdings and executed numerous projects for the largest companies. Among my clients there are companies Ilyushin, ODK, Khrunichev, Motor Sich, Tupolev, the Ministry of Culture of the Russian Federation and others.

I am professionally comfortable with all skills of modern design.

Everything ranging from developing applications, websites or interactive services to printing designs: calendars, brochures, and booklets. Practically, I know everything about printing. Typesetting, work in CMYK, ink saturation, bleedbox these words are filled with meaning for me.

I am pretty comfortable with any trend in modern web design. I am comfortable with UX of any complexity. I have vast experience with complex structures, and I know very well how to present even the most unique projects.

I have vast experience in developing designs for social networks. The post designs I have developed (for Instagram, youtube, vk) enjoy vast subscriptions due to well thought presentation and the effort initially made to catch the eye of a visitor in literally 1 second.

In addition I have lots of experience in live graphics.

I am at ease with making animations of any complexity using a 3D editor, editing and perfecting using the Final Cut Pro to meet any requirements and suitable for any portal.

This skill allows me not only to work with graphics but also using it as a tool to make special effects in music videos, in promo clips, etc.

Some ideas about my experience are outlined on the website www.tmfz.me

The software packages I mastered:

- Adobe Photoshop
- Adobe Indesign
- Adobe Illustrator
- Figma
- Cinema 4D
- Final Cut pro
- Logic Pro

Education:

- Grekov Rostov Art School

Languages:

- Russian (native)
- English B1 (Sprachcaffe School, New York, US)

Since 2012

Freelancer

- Developing and designing corporate
- Website development
- Website layout
- Developing UX/UI for mobile applications
- 3D visualization
- Development of animations, videos, and graphics for video clips

From 2013-2012

Publishing House A4: Art Director

- Developing calendar designs
- Developing designs of printed products (Books, brochures, and booklets)
- I worked with the largest holdings. Communication with the client
- Making ready-for-printing typesets
- Making layouts of books, brochures, and booklets

From 2015-2023

Publishing House Polycorp: Art Director

- Project management
- Developing concepts for the following: Printed products (calendars, brochures, and booklets)
- Website development
- 3D visualization
- Developing broad profile design projects (Key Visual)

