contact | mokile3@gmail.com
972.52.8354009

www.mokile.net/portfolio

Monica Moscovich
Graphic Designer

BIO

I Worked across a range of media projects, create interactive prototypes and UI specifications, including screen layouts, colour palettes, typography and user-interface elements.Web Design, front end Web Development, prints design, interactive E-learning modules and marketing presentations.

I have extensive graphic user interface design of experience 15 years, and a proven ability to concepts through my design by coupling excellent communication skills with a strong background in web application design.

My experience includes core concept development, story boarding and content management by using my skills in graphic design, logo design, illustration.

HABILITIES

Skill	Rating
Adobe photoshop	●●●●●●●●●●●
Adobe Illustrator	●●●●●●●●●○
Adobe Indesign	●●●●●●●●○○
Adobe Flash	●●●○○○○○○○
Concept	●●●●●●●●●○
Web Deisgn	●●●●●●○○○○
Branding	●●●●●●●○○
Flat design	●●●●●●●●○
Logo design	●●●●●●●●○
Icon design	●●●●●●●○○
Layout	●●●●●●●●○
Print Design	●●●●●●●●○

I learned...
B.A in Social Science & Humanities Open University Tel Aviv Animator pro,"AutoCAD" company.
Academic drawing courses, Wizo Design Academy Haifa.
Course of graphic packages, Sivan Computer College.
Matriculation Certificate, Art & Graphic,
Wizo France Art high school Tel Aviv.

I served...
Israel military, intelligence corps.

I speak...
Hebrew, English and Spanish – fluent.

I like...
My Camera...Canon700D
Painting...Acrylic on Canvas.
Music... Radio Head.Dépêche Mode.
Food ...Good Steak & salad.
Film... Toy's story.
Yoga ... Iyengar.

Before I became a freelancer I work
Art Director & Studio Manager at Comfy Interactive Movies
Comfy develops software and hardware for toddler computerised toys; Keyboard for kids, a computerised telephone and computerised books.
Most of the work was in joint cooperation with MGM, CTW and Tomy Toys.
I was manager and team leader of the studio that include animations and graphic designers in the R&D.
Within this position I was responsible for all the creative starting from concept to final designs of the screens.
Contributing ideas and design artwork to the overall brief; 2D sketches, backgrounds, artwork and illustrations and schedule planning for all games.
As a creative I had the ability to come up with unusual or clever ideas about a given topic or situation, or to develop creative ways to solve problems.
Assist editors and computer engineers with technical and creative issues as necessary.

LANGUAGES

100% HEB   **90%** ENG   **90%** SPA