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## Monica Moscovich

Graphic Designer

### BIO

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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

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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.

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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

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