



MARIA DER

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CREATIVE DESIGNER

A creative designer and film producer, basing her practice in conceptual innovation, design thinking, character development and scriptwriting. An adaptable, intelligent and capable project manager with skills in research and ideas development. A strong leader that inspires trust in others through the ability to translate key messages across to both collaborators and clients, and articulate aims, opportunities, processes and results of the project production. A pro-active problem solver, who brings people together around project development and production, accommodating different views, enabling actions through clear planning and informed decision-making.

CORE COMPETENCIES

Design and Creative Thinking • Conceptual Innovation • Character Development • Scriptwriting • Storyboarding • Casting • Film Production • Research • Set Design • Illustration • Graphic Design • Communication and Account Management •

PROFESSIONAL EXPERIENCE

SELF EMPLOYED: DESIGNER/ ARTIST

2011 - PRESENT

Developed and delivered numerous creative projects and products for businesses and individuals in the UK and Europe.

CLIENT: POZHSNAB LTD.

2012 - 2015

This company develops, manufactures, sells and repairs firefighting and special-purpose vehicles.

Role: Sales representative, Interpreter

Representing the company selling their products at international exhibitions in UK, Holand and Germany, working with investors and assisting with market positioning and pricing.

CLIENT: MINSK STATE SCHOOL OF ARTS

2013-2014

Role: Teacher of arts and Design

I developed a new teaching pedagogy, which involved my students moving away from traditional and stayed drawing and painting techniques towards a more creative approach to their artworks. I was responsible for students portfolio development for entrance exams for higher educational art establishments.

CLIENT: GOLDSMITHS, UNIVERSITY OF LONDON

2014 -2015

Role: Exhibition Assistant

Supported various exhibitions and art shows on the campus of Goldsmiths University.

CLIENT: RESISTANCE GALLERY

2014-2017

Role: Event Coordinator

Supported and organised exhibitions and events in Bethnal Green venue in London.

CLIENT: HEMSLEY FRASER

2016

A company developing and delivering an award-winning training courses, digital learning and blended learning solutions that improves individual, team and organisational performance.

Role: Creative Designer, Project Manager

A summer internship, which involved delivering a proof of concept UX platform for an entertaining gaming experience. The game was designed to bring together both young and older course attendees for a common learning experience. The project involved research with focus groups to develop the understanding of user needs and popular features for the game. The project was very successful and provided a business case for employing a full-time coder and VR creative.

CLIENT: MATCHROOM SPORT

2017 - 2018

A world-leading sports promoter and provider of TV programming. At the forefront of a range of sports including darts, boxing and snooker. I work for the promotion department producing various designs for posters logos, catalogues and social media.

Role: Graphic Designer

Worked for pool department, producing various designs including posters, logos, online posts and catalogues for sporting events held globally.

EDUCATION

MINSK STATE COLLEGE OF ARTS 2010- 2014

Graphic Design/ Illustration

GOLDSMITHS, UNIVERCITY OF LONDON 2014-2017

BA Design

GOLDSMITHS, UNIVERCITY OF LONDON 2017-2018

MA Design: Expanded Practice (1st class)