



During my career of 15 years, I was a developer, designer (interfaces, then motion), art director, design manager, creative director, digital producer, product owner, and client. I designed complex in-house systems for clients. I worked in advertising with global agencies.

Basil Skrnk

Creative Director

That's the short version of my resume. If you'd prefer to have a more detailed view of each position I held, follow this document's link or visit my LinkedIn.

[linkedin.com/in/basilskrnk](https://www.linkedin.com/in/basilskrnk)

Work Experience

2022—

Design Manager

TOI TOI & DIXI, Kyiv, Ukraine

With a small team of 8, I was busy developing internal assets for the company.

We created a unique CRM, apps for logistics, security, etc. Our goal was to automate and simplify the difficult task of organising the company assets for clients and the entire company staff.

Besides the usual work, I learned how to organise a business distributed across the entire country (Ukraine is the biggest European country).

I helped company staff — people who are pretty far from being tech-literate — operate the systems.

We worked with the US government and NATO.

I was responsible for some of the communication and contracts.

2019—

Business Owner

Self-Employed

My workmates and I worked in the Southeast Asia region as an independent company. Our focus was on motion graphics and animation.

My responsibilities were to organise a team of creatives to produce projects for different clients (small clients and corporations).

We did advertisements and built inner systems for corporate clients.

2015—

Motion Designer

Global Advertising Agencies, including TBWA, Leo Burnett, BBDO, Condé Nast, Google

Six years in advertising.

My responsibilities were to collaborate with copywriters, managers, designers and clients to produce every possible advertising format, be it the smallest web banners or the biggest YouTube Mastheads. I learned how to cope with the stress of being involved in many projects simultaneously.

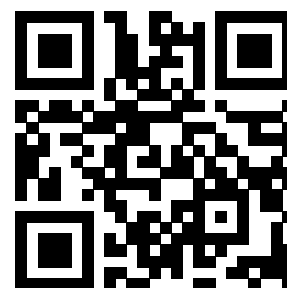
2009—

2009 **Design Intern, UI/UX** at Sophos

2008 **Software Engineer Jr.** at Itransition

2007 **Quality Assurance Intern** at Itransition

Portfolio



bit.ly/Basil-Skrnk-2022



If this link doesn't work, message me at basilskrnk@gmail.com

Skills

Figma
Sketch
Adobe Creative Suite
Typography
Blender
Cinema 4D
HTML/CSS/JS
Animation
Motion Design
Photography
macOS
Slack
Trello
Git
Linux