

VERA RESHTO

Vera Reshto is a London-based communication designer with a special interest in 2D and 3D motion graphics, character animation, stop-motion.

Key Skills: Adobe Creative Suite, After Effects, Adobe Animate, Cinema 4D, Premier Pro, Dragon Frame

www.veverke.com
www.vimeo.com/veverke
+44 74 72 71 2591
veverke@gmail.com

WORK EXPERIENCE

UAL, Brand Team

Graphic Designer, May 2018 – July 2018

– production of branded print and digital templates, promotional motion graphics

Nachbarschaft Moabit, Berlin

Freelance designer, 2017–ongoing 2018

– developed identity, motion graphics, marketing material for a political electoral campaign Hier Wählen Alle; design and print production for children books; identity for publishing house Nachbarschaft Moabit, identity for in-house membership 100 Freunde

TFL, Experience Design Department (Internship)

Internship, Summer–Autumn 2016

– produced visual assets and motion graphics for data visualisation, data interpretation, interactive maps, developed and animated illustrated characters for Transport for London way finding ESUB scenarios

Royal Academy of Art, London

3D installation for Venetian Night event, May 2016

– facilitated immersive installation “Theatre of Illusion” at the Royal Academy Late Event Venetian Magic, design and production of two Venetian theatre themed motion pieces, design and construction of Venetian facades positioned in front of motion pieces as part of installation immersive installation

British Museum, London

Workshop for LGBT Late event, February 2016

– Lead facilitator on Design workshop, developed graphics for workshop assets, website and cards, in collaboration with Mina Bach

JUNK: rubbish to gold

Freelance designer, December 2015–April 2016

– design for digital and print publication, print production, promotional print and web materials for jewellery designers based in Birmingham

EVERYTHNG

Freelance designer, December 2014–2016

– working remotely with marketing team on reports and presentations, promotional materials, posters, icon design within the company brand guidelines

Codec London

Freelance designer, August 2015

– working in-house on visual materials, icon design and presentations for client pitching

Redwood London

Freelance digital designer, June–July 2015

– design for screen and print: responsive emails, website pages, flash animation banners and adverts, sport newspaper for Virgin Media with strict adherence to brand guidelines and work on the presentation assets for a client pitching

Fortnum & Mason, London

Freelance digital designer, March–May 2015

– working in-house on design for screen: designed all visual assets and developed weekly responsive emails, enhanced Fortnum&Mason website banners (static and animated), developed visuals for advert banners in close collaboration with marketing team

Windmill Lane, Dublin

Motion graphic artist, February–June 2013

– working in-house as part of team in post production company on series of educational videos Maths on the Spot (editing in Premier Pro, After Effects)

National Digital Research Centre (NDRC), Dublin

Freelance graphic designer, Summer 2012–Winter 2013

– working in-house on promotional assets for start-up projects, including brand identities, pitch presentations, motion graphics, illustrations, web interfaces as well as design of Swequity website (UX/UI), promotional motion piece, printed matter for in-house Swequity events, flash banners
– Design for Learning project, design work supporting emerging entrepreneurs in the educational area, branding, website and app design, promotional motion piece, design for the presentation pitch

Magazine pARTisan, Belarus

Freelance graphic designer, Summer 2012–Winter 2013

– directed identity refresh, website design and development for art magazine and promotional printed matter for leading Belarusian Contemporary Art Journal

Three x 3 internship, Dublin

Internship/Junior graphic designer, October 2011–June 2012

Zero-G

– branding projects, illustration work, packaging prototyping

Atelier David Smith

– work on several branding projects, identity for Other-Stuff exhibition, exhibition sign, promotional collateral, corporate reports

Detail.Design Studio

– delivered several cultural branding projects ([Films from Southern Mediterranean](#)), concept development and execution, theatre brochures, promotional assets for Rough Magic Theatre, Bord Gais Theatre

EDUCATION

**MA Communication Design, Central Saint Martins, UAL
2015–2018**

**Classical Animation Workflow & Techniques Course
2017–2018**

– directed by Henrique Barone, mographmentor.com

**BA in Visual Communications Design, IADT, Ireland
2007–2011**

– 1 Class Honours Degree

**Erasmus at Weissensee Art School, Berlin
October 2009–February 2010**

**Ruprecht-Karls-University, Heidelberg, Germany
2004–2007**

– Classical Archaeology, European Art History, Slavistics

**University of Culture, Minsk, Belarus
1999–2002**

– Cultural Science

**A.K.Glebov Art School, at Art Academy, Minsk, Belarus
1994–1998**

– Diploma in Graphic Design

VERA RESHTO

Vera Reshto is a London-based communication designer with a special interest in 2D and 3D motion graphics, character animation, stop-motion.

Key Skills: Adobe Creative Suite, After Effects, Adobe Animate, Cinema 4D, Premier Pro, Dragon Frame

www.veverke.com
www.vimeo.com/veverke
+44 74 72 71 2591
veverke@gmail.com

PUBLICATIONS/EXHIBITIONS

June 2018 **Degree Show Two: MA Graphic Communication Design Show Here Now**

Lethaby Gallery, Central Saint Martins, UAL

June 2016 **Screening and Q&A: Memory at Art Panorama #4**

as part of East End Film Festival, Genesis Cinema, London

May 2016 **Royal Academy of Art, London**

Theatre of Illusion 3D installation at Venetian Night Lates event as part of The Age of Giòrigione Exhibition

February 2016 **British Museum, London**

Love is... workshop for LGBT Love Throughout the History Late event

Spring 2016 **The Ogham Stone, Literature & Arts Journal**

Illustrations for the publication

Spring 2014 **This is Not a Newspaper**

illustration for the Art section of [This is Not a Newspaper](#) as part of Transform your City 2014 with AAD, Offset 2014

July 2013 **Group exhibition SEE/HEAR, The Back Loft**

as part of 10 Days in Dublin

November 2012 **Design of Le Cool magazine covers 165, 166**

animated covers, digital publication

Autumn 2012 **Moscow International Biennale of Graphic Design Golden Bee 10, Russia**

exhibition of poster and publication in Biennale catalogue

March 2012 **Group Exhibition POST Collaborative, Picture Rooms, Dublin**

as part of events for Offset 2012

October 2011 **Design and publication of School of Creative Arts Brochure for Animation Course at IADT, Ireland**

printed publication

16 September–5 November 2011 **IDI (Institute Designers Ireland) Best of Graduate Design Exhibition, NCAD Gallery, Dublin**

June 2011 **Final Project Poolbeg Urban Park purchased for IADT Collection**

June 2011 **Graduate Degree Show Fresh Meat, IADT, Ireland**

Spring 2010 **Underground Project published in BELLA Triste, 26, Magazine for Young German Literature, Spring Issue, 2010**
printed publication

Autumn 2010 **Moscow International Biennale of Graphic Design Golden Bee 9, Russia**

exhibition of motion piece Shadows of Forgotten Ancestors in category New Media and publication in Biennale catalogue

AWARDS

Spring 2011 **International Society of Typographic Designers (ISTD) Membership Award 2011 (MISTD)**

ISTD establishes and maintains typographic standards within the professional design and education communities, through the forum of design practice

September 2010 **First Prize Dun Laoghaire Rathdown County Council design competition Changing Climate Changing Futures**

environmental design competition

SKILLS

Adobe Creative Suite: Illustrator, InDesign, Photoshop, Premier Pro After Effects, Adobe Animate, Cinema 4D, Dragon Frame, Sketch, intermediate coding skills (HTML5), UX/UI, illustration

VOLUNTARY WORK

Autumn 2015 **Website and illustration work for Market Nursery**

Autumn 2015 **Identity for 100 Freunde as part of Neue Nachbarschaft Community Centre, Berlin**

1999–2002 **Artistic restoration assistant at Bastaliya, St. Peter and Paul Church, Minsk, Belarus**

1994–1996 **Volunteer at Stage Design Department, Gorki Russian Theatre, Minsk, Belarus**

INTERESTS & ADDITIONAL SKILLS

Painting, printmaking, life drawing, climbing, cycling, languages, archaeology, architecture, art history