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Poland | Krakow

# KORNII TSOI

## Visual Designer

### Education

#### PSACEA

Designer - Architect  
degree master  
Dnipro | Ukraine

2009 - 2015

#### UMCS

Computer Graphic  
degree master  
Lublin | Poland

2015 - 2017

#### University Dante Alighieri

Historic Architecture Training  
Regio di Calabria | Italy

2012

### Software

#### Adobe Creative Cloud

Photoshop

Illustrator

Premiere Pro

After Effects

InDesign

Blender

IronCad

AutoCad

Unreal Engine

### Profile

Experienced in corporate identity development, 3D modeling, unique furniture design, and the dynamic game industry. Demonstrated ability to collaborate effectively in creative production processes while efficiently addressing assigned tasks. Quick learner with a penchant for embracing new challenges and technologies. Eager to engage in professional exchange and continuous learning opportunities.

### Experience

#### Scenographic Set Designer

04.2023 - present

KŁOS Individual furniture manufacturer | Krakow, Poland

Designed and prepared custom furniture orders for diverse locations, including museums, exhibitions, conference rooms, residential apartments, pubs, and clubs. Specialized in creating non-standard solutions and unique designs to enhance comfort and functionality for end-users.

Delivered tailored furniture solutions that meet specific client requirements and settings. This role required a blend of creativity, precision, and adaptability to produce bespoke furniture that exceeds client expectations.

#### Furniture Visualization Specialist

10.2022 - present

FUMIO | Warsaw, Poland

Proficient in creating detailed visualizations of furniture pieces, ensuring accurate representations for customers. Responsible for comprehensive assembly instructions, facilitating ease of use for customers. Dedicated to creating functional and user-friendly designs that prioritize customer satisfaction and usability.

This role demands a blend of creativity, attention to detail, and a focus on customer-centric design principles to deliver high-quality and user-friendly solutions.

#### Refugee and Displacement Support Specialist

03.2022 - 09.2022

UNHCR, the UN Refugee Agency | Krakow, Poland

Tasked with providing assistance and protection to refugees, forcibly displaced communities, and stateless individuals. Responsible for facilitating voluntary repatriation, local integration, or resettlement to a third country. Collaborated with international organizations and local authorities to ensure the safety and well-being of displaced populations.

Advocated for the rights and needs of vulnerable individuals, working towards sustainable solutions for their resettlement and integration.

A deep commitment to humanitarian principles, strong advocacy skills, and effective coordination with diverse stakeholders to address the complex challenges faced by displaced populations.

## Skills

### DESIGN UNIQUE FURNITURE

### 3D MODELING

### TEXTURING

### VIDEO EDITING

### 3D ANIMATION

### VISUAL DESIGN

### ARCHITECTURAL DRAWINGS

### VIRTUAL REALITY

### INTERIOR DESIGN

### BRAND MATERIALS

### SOFT SKILLS

## Languages

Ukrainian	Native
Polish	Advanced
English	Intermediate
Russian	Advanced

## Hobbies

Tourism  
Computer Games  
Science

### Game Trailer Producer

05.2021 - 02.2022

West Wind Games | Warsaw, Poland

Spearheaded the creation of game trailers for distribution on STEAM platform. Utilized expertise in 3D design, game space creation, animation, and video editing to produce captivating trailers. Collaborated closely with game development teams to ensure trailers effectively showcased game features and appeal. Contributed to enhancing game visibility and attracting audience engagement through compelling visual storytelling. This role required a comprehensive skill set in multimedia production and a keen understanding of gaming audience preferences to create impactful promotional content for STEAM distribution.

### Video Producer

02.2019 - 03.2021

SI-ART | Lublin, Poland

Created educational videos for vocational training, employing advanced editing and assembly techniques with DaVinci Resolve and Premiere Pro. Demonstrated proficiency in motion design and video production, ensuring high-quality and engaging educational content. Combined technical expertise with a strong understanding of educational principles to deliver effective video materials. Contributed to enhancing learning experiences through dynamic visual storytelling and instructional design.

### Promotional Materials Designer

11.2017 - 01.2019

The House of Culture BRONOWICE, TATARY | Lublin, Poland

Crafted visually engaging graphics for websites and social media channels, optimizing online visibility and user interaction. Produced DTP materials for cultural events, ensuring effective communication and aesthetic appeal. Illustrated captivating artwork for children's books, infusing creativity and meticulous attention to detail. Demonstrated a flair for creativity and a meticulous approach to design, consistently delivering high-quality visual content across diverse projects.

### International Visual Marketing Specialist

06.2014 - 07.2020

EDEM | Dnipro, Ukraine

Orchestrated visual support for advertising endeavors spanning Ukraine, Germany, and Turkey, focusing on exhibition stands and retail spaces. Tailored bespoke visualizations to cater to diverse customer requirements within an international collaborative framework, aligning closely with organizational objectives. Spearheaded the promotion of exhibition stands through innovative visual content strategies, bolstering brand presence and customer interaction.

### 3D Designer

05.2016 - 06.2020

ArtGRAND | Dnipro, Ukraine

Provided visual support for advertising campaigns, specializing in creating visualizations for exhibition stands and retail stores. Developed custom visualizations tailored to individual customer needs within an international team setting. Contributed to enhancing brand visibility and customer engagement through dynamic visual content creation.

### Assistant Architect

03.2010 - 06.2014

KRAMAROV TECTONIK GROUP | Dnipro, Ukraine

Conducted building measurements for demolition projects, ensuring accuracy and adherence to specifications. Produced detailed architectural drawings to support project planning and execution.