

Hello! I'm Josef, a dedicated, disciplined, and dynamic designer who makes purposeful and pragmatic designs. I am most interested in the intersection of design and technology, helping create content and experiences to alleviate pain points and humanise technology.

EDUCATION

Bachelor of Design (Animation and Interactive Media) at RMIT Melbourne, 2015 - 2018.

Proficient in all Microsoft Programs, Adobe Creative Cloud Suite, Blender, Nuke, Silhouette, Maya, zBrush, Google Docs, Google Sheets. Notion, Snapshot, Gnosis Safe, MetaMask, AirTable, Asana, Discord and more.

EXPERTISE

Photoshop
Illustrator
After Effects/Premiere
InDesign
Blender
Maya/Zbrush/Substance Painter

LANGUAGES

English
Japanese

EXPERIENCE

Paladin
MAR22 – APR23
Visual Designer

Oh Baby Games
MAR21 – MAR22
3D Generalist

mStable
MAY20 – MAR21
Graphic & Motion Designer

Jumbla
JUL19 – MAR21
Junior 3D Generalist

Jumbla
JAN19 – JUL19
3D Animation Internship

I've had the opportunity to work on various creative endeavors, from team projects at Jumbla to spearheading full-blown assignments in my freelance journey.

During my time at Jumbla I worked on various projects spanning from government initiatives to AAA gaming cinematics. Since entering web3 I have worked for notable projects such as; mStable, BadgerDAO, Fei Protocol, Oh Baby Games, Paladin, Vesta Finance, TapiocaDAO, Y2K Finance, Cielo Finance, and Store.App.

PERSONAL SKILLS

Experience collaborating with multidisciplinary teams including designers, developers, writers, and producers.

Pragmatic problem-solving skills and deep technical knowledge of different platforms and systems.

Experience in leading, developing, and presenting a variety of web3 related content.

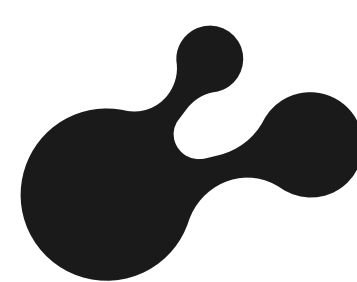
Strong Interpersonal and Communication skills that made several pitches and fundraising events a great success.

Learned crucial leadership and success skills through being a participating member of the National Society of Leadership and Success.



DIGITAL DESIGNER

GRAPHIC 3D MOTION



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