

OPEN TO REMOTE OPPORTUNITIES

# ILLIA TSAREVSKYI.

Design thinking. Creative technology. Real projects.

CREATIVE TECHNOLOGIST

AI CREATIVE DEVELOPER

INTERACTIVE DESIGNER

GRAPHIC & DIGITAL DESIGNER

@ tsarevskyilyaa@gmail.com

t.me/il33ya

WhatsApp: +380 95 344 2508



## 01 ABOUT ME

PROFILE

My academic background is in **IT**, but I chose graphic design as my professional path. I have **5+ years of commercial experience** creating advertising visuals, brand identities, and digital content. As generative AI evolved, I began actively exploring **local models, ComfyUI, and AI tools**. Today, I combine creative thinking, hands-on design experience, and the technical foundation from my studies with **AI-assisted development** to bring ideas to life - from concepts and mockups to interactive prototypes.

## 02 PERSONAL PROJECTS

SELECTED PROJECTS

### 01 Fylto

2026 — IN DEVELOPMENT



WINDOWS APP • PRODUCT & UI/UX • AI-ASSISTED DEVELOPMENT

I independently developed the **product idea and concept**, including the application structure, user journeys, visual identity, interface, and light/dark theme mockups. I created prototypes and defined the tools and their interactions. I am now **bringing the project to life in C# / WPF / .NET with AI coding agents**, testing and refining the implementation.

### 02 WakeRush

2026



HTML5 GAME • GAME UI & ASSETS • AI AUDIO

I conceived the **game idea, concept, mechanics, and visual style**. I designed characters, game asset sets, UI, and animations; generated and refined graphics, **selected the music**, and created sound effects with local AI models. I develop and test interactive prototypes and game interactions with AI agents.

### 03 Inquru

BRAND IDENTITY



VISUAL IDENTITY • MASCOT • BRANDBOOK

Complete visual identity: logos, mascot, typography, applications for apparel and printed materials, and a brandbook. Interactive web presentation and character animation.

## WORK EXPERIENCE.

WORK HISTORY  
2021—2026

07.2024 — **AMO** Graphic Designer / Digital Content Designer

Social media and editorial visuals: advertising creatives, collages, templates, and adaptations. Used Adobe tools and generative AI; collaborated with writers, researchers, and designers in a remote team.

08.2023 — **CraftSales** Graphic Designer

Banners, product graphics, and listing visuals for Etsy and e-commerce. Retouching, AI-generated imagery, and adaptable templates for product presentation.

03.2023 **Bazar.Club** Graphic Designer  
08.2023 —

Designed advertising banners and promotional materials; adapted visuals for different digital formats.

10.2022 **KopiBum** Graphic Designer / Senior Print Operator  
03.2023 —

Created print layouts and production-ready files; handled prepress, print production, and post-press processes.

06.2021 **Prynt-Prynymayets** Graphic Designer  
09.2022 —

Designed prints for apparel and merchandise, the company logo, signage, and social media graphics.  
Prepared product listings and files for print.

### 03 SKILLS & TECHNOLOGIES

## TOOLKIT

## DESIGN & MOTION

Photoshop, Illustrator, InDesign, CorelDRAW, Figma; After Effects, Premiere Pro; Blender and ZBrush (basic).

## GENERATIVE AI & COMFYUI

Local node-based workflows; FLUX, Qwen Image, SDXL;  
image-to-image, inpainting, outpainting, upscaling.

## VIDEO, AUDIO & CREATIVE AI

Wan 2.1, HunyuanVideo, LTX-Video, CogVideoX; SFX generation; Runway, Higgsfield, Seedream, Magnific.

## PROTOTYPING & DEVELOPMENT

HTML / CSS / JavaScript; AI coding agents, iterative testing; hands-on experience with C# / WPF / .NET through a personal project.

## 04 EDUCATION

**KhNURE** IT & Management

**KhNURE** Publishing & Printing

**SOURCE** it Graphic Design Course

## EDUCATION

2017-2021

2021-2023

2020

## 05 LANGUAGES

UA Native

**RU** Fluent

EN B1 / Intermediate