



I work for you as I would for myself –  
with attention to every detail and care for the result.

# RESUME



Click on the links to go to my works/this or that case study



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NO.

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DTF

By the way, that's my work tool!  
You can read more about this project at the link...







I'M A DESIGNER WHO LOVES RPG GAMES, AND JUST LIKE MY FAVORITE QUESTS, I'M ALWAYS LOOKING FOR THE PERFECT BALANCE BETWEEN FUNCTIONALITY, CONVENIENCE, SIMPLICITY AND BEAUTY.

AS A TRUE HERO OF MY CRAFT, I DEMAND THAT EVERY PROJECT IS NOT JUST STYLISH, BUT CLEAR, AND THE DESIGN TO BE A TRUE MAGIC THAT WORKS FOR THE USER.

### Design Philosophy:

I believe that design is not just a visual aesthetic, but a powerful tool for creating value and connecting with an audience.

My philosophy is based on the fact that every project is unique and requires a detailed approach: from deep analysis of the client's needs to careful selection of visual solutions.

### Work Process:

I start my work with a thorough study of the task, competitor and target audience analysis.

Based on this, I create a concept that harmonizes with the brand and then bring it to life using the most advanced tools such as Photoshop, Illustrator and Blender. In the process, I actively engage with the client to ensure that the result fully meets their expectations and delivers real results.

*My focus is not just to create a pretty picture, but to offer something that sets the brand apart from the competition and helps it grow.*

# ABOUT ME



I decided to make a calendar based on the popular game Escape from Tarkov. I was very inspired by the idea of combining the pleasant with the useful. That is, to combine a calendar and a map drawing for convenience.  
I will be your helpful critic)

## Escape from Tarkov horizontal calendar 60x42cm



## BERKARAR CINEMA

### Cinema

Worked at Berkarak Cinema where I gained a deep understanding of the movie industry.

I learned all aspects of equipment operation and organizational processes, as well as the mediation mechanism between the cinema and major film companies.

This experience helped me to better understand the structure and functioning of the entertainment industry.

2017-2018  
Movie  
Mechanic



## ASMAN MARKETING

### Design Studio

My career in design began at the studio "AsmanMarketing" where I began as a young padawan, absorbing basic knowledge and skills in the industry.

Working under the guidance of experienced designers, I learned key design principles that became the foundation for my continued professional growth.

2019-2020  
Beginner  
Graphic Designer



## STUDIO 69

### Design Studio

Worked in a shared studio with a partner where I combined the responsibilities of account manager and designer.

Responsible for communicating with clients, identifying their needs and developing visual solutions, which helped build productive and long-term relationships with clients.

2019-2020

Graphic Designer



## BURGUT DESIGN

### Design Studio

Active Listening: ★

Helped me build a good relationship with my clients and understand their needs.

2019-2020

Graphic Designer



### Work processes, and accomplishments:

The above describes key processes, accomplishments, and challenges, I've encountered in companies.

### Interest in new projects:

The opportunity to work on more interesting and meaningful projects that better match your interests and skills.

### The need for a change of environment:

Expanding horizons and learning new skills.

### Career development:

Moving to a company with more opportunities for professional growth and career advancement.

### Searching for new challenges:

Seeking to develop and learn new areas in design that were not available at the current job.

# WORK EX.

I'm a designer with six years of experience who started my career with the basics, gradually developing skills and covering different areas of design including graphics, 3D modeling and UI/UX. Initially, as a Padawan at Asman Studio, you immersed yourself in design by learning the basic principles under the guidance of experienced mentors.

This phase laid a solid foundation on which you began to build your career.





BELET  
FILM

## Enterprise

While working as an art director on one of the projects that did not meet his expectations. To solve the situation, I proposed to work according to a scheme, designer and client. I conduct market research, collect references and step by step offered solutions that allowed us to find common ground and reach an agreement on the project.

P.S.  
plan failed.



2024

Graphic Designer

x4

TPS  
ADS AGENCY

## Company

Created over 16 unique corporate identities for companies across a variety of industries.

2023

Graphic Designer

x6

## GULZAMAN

## Enterprise

Optimized design processes across the team, reducing material production time.

2022

Graphic Designer

x1,5

HILLI  
TILSIMAT

## Company

Creating corporate identities, logos and print products for major clients.

Development of 3D visualizations for advertising campaigns that improved the perception of products and services.

2019-2021  
3D modeling  
specialist

x10



## Reasons for leaving:

Below are my reasons for leaving each company.

## Layoff:

Involuntary dismissal as a result of layoffs, restructuring or other organizational changes.

## Unsatisfactory working conditions:

Lack of resources, lack of management support, or unsatisfactory work environment.

## Layoff:

Involuntary dismissal as a result of layoffs, restructuring or other organizational changes.

## Disagreements in the team:

Conflicts or disagreements with coworkers and management that interfere with effective work.

# WORK EX.

My experience emphasizes a strong combination of technical and client-facing skills, as well as critical thinking and creativity, making you a designer who not only creates visual solutions but also understands their commercial value.



## WEB-banners Turkmen Federal Agency of Maritime and River Transport

Web banner case for local state company





Enterprise

Communication Skills:



Effectively communicating with clients at all stages of projects resulting in 100% customer satisfaction.

Management Projects:



Organizing and leading projects from idea to final implementation, working with a team of craftsmen.

2024

Graphic Designer



x4,5

Finding a balance:

Between professional and personal interests to achieve a more harmonious development.

# FREELANCING

This year I was inspired to work for myself and felt a strong desire to create something of my own. Motivation and determination were powerful driving forces that pushed me to take this step.

2024

## Self-employed

2024  
Graphic Designer



Position

# 2024 POSITION

As a freelancer, I continue to develop my skills in various areas such as working with Photoshop and Illustrator, as well as 3D modeling in Blender. I also tailor my services to clients' needs and budgets, which demonstrates flexibility and a client-centered approach.

Description



# EDUCATION

The specificity of my studies in creativity and design has given me a deeper understanding of not only design as a process, but also its impact on business and communications in the future.

## EDUCATION

### GRAPHIC ARTIST

Specialization

2005-2009

4года

BYASHIM NURALI

Art school

01

In art school, my drawing skills and technique left much to be desired, and I often received C's for my work.

However, this did not break my spirit, but on the contrary, became a motivation for further development.

### DESIGNER

Specialization

2011-2012

1год

ART. COLLEGE

in Ashgabat, Turkmenistan

02

In college, I decided to make up for lost time by immersing myself in the study of art and design.

I actively worked to improve my skills, learned new techniques and approaches, and through persistence and constant practice, I greatly improved the quality of my work.

This experience has not only strengthened my skills, but has also been the foundation for my professional career in design.

## FUTURE DESIRE

### DRAFT PUNK

Online course

--

11MEC.

XYZ SCHOOL

Online School

03

Learn how to create realistic 3D characters for cinematics, TV series and movies from an expert who has worked on trailers for Call of Duty and League of Legends.

### MOVIE MAN

Online course

--

5MEC.

XYZ SCHOOL

Online School

04

Take a 3D modeling course and learn how to create models for games. The lessons are online - you can return to the lectures at any time and refresh your knowledge.



# COMMUNICATION SKILLS



## COMMUNICATION SKILLS

### COMMUNICATION SKILLS

Ability to communicate with others, make acquaintances and strengthen relationships.

85

### ACTIVE LISTENING

The ability not only to listen to the other person, but also to understand and show it, i.e. to respond.

75

### NON-VERBAL COMMUNICATION

The transfer of information without the use of words. It includes posture, facial expressions, facial expressions, gestures and body movements. It is through these that we can show our emotions and reactions.

16

### CONFLICT RESOLUTION

A skill aimed at resolving disputes between interlocutors and the ability to negotiate.

89

### PARTICIPATION IN DISCUSSIONS AND DEBATES

The ability to participate and take the lead in a conversation to explain and argue one's point of view.

25

### EMPATHY

Understanding and feeling another person's emotional state.

75

A communicative designer with developed skills in active listening, creative thinking and building trusting relationships with clients.

Experience working in a team environment and the ability to compromise, backed up by a keen eye to details and projects.



# TECHNICAL SKILLS

## GRAPHIC DESIGN AREA

### ADOBE PHOTOSHOP

Advanced level of proficiency, allowing for detailed retouching, color correction and creation of complex compositions.

PERFECTLY

### ADOBE ILLUSTRATOR

Expert in creating vector graphics, logos and illustrations with high precision and creativity.

PERFECTLY

### COREL DRAW

Владею программой на продвинутом уровне, позволяя создавать детализированные и профессиональные векторные работы для разнообразных дизайнерских проектов.

PERFECTLY

### ADOBE INDESIGN

Well versed in functionalities, which allows you to effectively develop layouts and create professional layout for print and digital materials.

SATISFACTORILY

### FIGMA

Proficiency with the tool, Ability to create thoughtful and intuitive interfaces.

SATISFACTORILY

## ОБЛАСТЬ 3D

### ZBRUSH

I have basic skills in ZBrush and am actively developing in this field. Full of enthusiasm and aspire to become a master in digital sculpting, improving my skills with each new project.

SATISFACTORILY

### AUTODESK MAYA

Basic 3D modeling skills, to create simple models and understanding of the basic functions of the program.

THINLY

### UNREAL ENGINE

Basic mastery of tools for creating simple scenes, animations and visual effects to confidently work with game projects at an entry level.

THINLY

### BLENDER

Mastery of 3D modeling, texturing and rendering, creating high quality models.

SATISFACTORILY

### 3DS MAX

Basic skills in 3D modeling and rendering, ensuring the creation of simple objects and scenes using the basic tools of the program.

THINLY



## ADDITIONAL SOFTWARES



# HOBBIES

## LEARN SOME NEW IN CREATIVE AREA



## IMPROVE SKILLS IN ZBRUSH



Cooking



Games



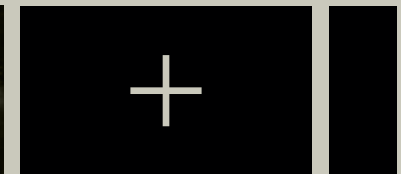
Movies



Walking



Basketball



etc...

Outside of my professional life, I'm passionate about the gaming industry and everything that goes with it, and everything that goes with it.  
I keep up to date with the latest news and technologies that are being applied to game engines.  
This hobby inspires me with new creative ideas and design approaches.  
My love for games helps me to stay on top of current trends and to to innovate my projects.

## MEET WITH FRIENDS



## PROMOTING YOUR SKILLS TO THE MASSES





# WORKFLOW

Моя цель — не просто выполнить задачу, но и превзойти ожидания клиента, создавая эстетически приятные и функциональные решения, которые отражают суть и уникальность каждого проекта.

## ACQUAINTANCE



Introductions, discussing what you want to order, cost, timing, etc.



01

## BRIEFING



Filling in a detailed questionnaire for design development.  
Conclusion of the contract.



02

## ADVANCE PAYMENT



Advance payment, which is 50% of the order amount.  
Additional 50% for urgency



03

## DEVELOPMENT



Data analysis idea generation, skeeching, rendering, technical work, mocap preparation, etc.



04

## PRESENTATION



Demonstration to the customer of the concept, ideas, sketches, Explanation of selected solutions, etc.



05

## FINALIZATION



Making corrections.  
Each project has its own number of free revisions.



06

## APPROVAL



Approval of the finished design, full acceptance of the work putting the final “touches”.



07

## PAYMENT



Making the second installment of payment.



08

## PROJECT TRANSFER

Providing the customer with files, sources, etc.  
Closing the order, compiling feedback on the joint work



09





# GET IN TOUCH

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## PORTFOLIO

**Bē**

[www.behance.net/mevericjonsi](http://www.behance.net/mevericjonsi)



[www.instagram.com/dovran.kakabayew](http://www.instagram.com/dovran.kakabayew)



[www.artstation.com/dovran\\_kakabayew](http://www.artstation.com/dovran_kakabayew)

## CASE STUDY

**DTF**

[www.dtf.ru/u/602407-dovran-dk-kakabayew](http://www.dtf.ru/u/602407-dovran-dk-kakabayew)

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