



Name and Surname:

Matěj  
Moravec

Age:

36  
April 1988

Born:

Prague, CZ

Role:

Graphic  
Designer

Languages

Czech  
(Native)

English (C2)  
French (B2)

About:

Devoted graphic designer for visual communication and motion design. Experienced in commercial field on a global scale, digital startups, and cultural fields. Background in game design, illustration, type design and typography.

#### Key Qualifications:

- Brand Design
- Visual Communication
- Adobe Creative Suite Mastery
- Photo Editing, Photoshop
- Motion Design and Animation After Effects
- HTML / CSS + Wordpress
- Web Design, UI and UX Design, Figma, Adobe XD
- Document templates, MS Office
- Type Design, Lettering, Glyphs

#### Awards, Nominations, Media:

- Poster and Type-design, published by HighTone Publishing, Hong Kong, 2021
- Typo/graphic Posters Website Portfolio, Article, 2020
- Antwerp Poster Festival Finalist, 2020
- Poster Tribune Issue #10 Portfolio, Article, 2019
- Mut zur Wut Finalist, 2019
- Best Czech games, nomination for Best Czech game, 2014
- Best European Game Award, nomination for Art 2013
- Best European Game Award, nomination for Game design 2013

#### Other Skills:

- Vector and Bitmap Illustration
- Storyboarding
- Sound, Music and Video editing
- Trello, Basecamp
- Game Design
- Critical Thinking
- Problem Solving
- Thinks Strategically
- Detail Oriented
- Analytical

#### Work:

Now

Lecturer of Motion Design, After Effects and Figma  
Ecole Canvas, Lausanne, Switzerland

2017 – 2022

Global Creative Graphic Designer  
Chiquita Brands Global, Etoy, Switzerland

Art Direction and Branding – development and supervision of the visual identity and brand communication. Campaign Visuals, Stickers, Social Media Content, Packaging, Merchandising, Website development, Point of Sales, Out of Home.

2017

Graphic Designer Assistant  
Balmer-Hählen, Lausanne, Switzerland

Assisting the head designer, Branding and Logo design for cultural Subjects, Motion Design, Social Media, Print and key visuals.

2016

Graphic Designer  
Marvil, Prague, Czech Republic

Competitions pitches, Branding, Logo design, Motion Design.

2012 – 2016

Creative Team Leader  
Silicon Jelly, Prague, Czech Republic

Game Design, Concept, Illustration, Animation, SoundDesign.

2011 – 2012

Graphic Designer / Illustrator  
Designlab, Prague, Czech Republic

Brochure design, Web design, visual identity, illustration.

2008 – 2012

Freelance Illustrator  
Drawetc, Prague, Czech Republic

Games, Key Visuals, Storyboards for TV and Advertisement.

#### Education:

Bachelor  
of Arts

Typography and Type Design, Academy of Arts, Prague  
Exchange Graphic Design, Willem de Kooning Academie, Rotterdam

Associates  
Degree

Graphic Design and Print,  
Graphic School Hellichova, Prague



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