

# monica moscovich

Graphic Design  
Israel

View the full portfolio at <http://www.thecreativefinder.com/mokile>

## Professional Experience and Curriculum Vitae

<http://www.linkedin.com/pub/monica-moscovich/18/548/2a2>

Strive for a design that's user-friendly and beautiful.  
Create a design that targets the appropriate audience.  
Design a user-interface that flows freely, allowing users to navigate easily and find what they need quickly and efficiently.  
Give the client what they want plus what they need by thinking creative ways!.

## Previous Clientele

monica moscovich's Experience

Graphic Designer

mokile

Privately Held; 1-10 employees; Outsourcing/Offshoring industry

January 2000 – Present (12 years 6 months) Ramat gan

2000 I am Freelancer Designer. Worked across a range of media projects including

Create interactive prototypes and UI specifications, including screen

Layouts, color palettes, typography, and user-interface elements.

Web Design, front end Web Development, prints Design, interactive

E-learning modules, and marketing presentations.

Owner, Graphic Designer

Mokile

January 2000 – February 2011 (11 years 2 months)

I am Freelancer Designer. Worked across a range of media projects including Create

interactive prototypes and UI specifications, including screen

Layouts, color palettes, typography, and user-interface elements.

Web Design, front end Web Development, prints Design, interactive

E-learning modules, and marketing presentations.

Art Director

Comfy

Privately Held; 11-50 employees; Computer Games industry

1995 – 1998 (3 years)

Comfy develops software and hardware for toddler computerized toys; Keyboard for kids, a computerized Telephone and computerized books. Most of our work was in joint cooperation with MGM ,, CTW Tomy Toys

I was a creative Multimedia Designer & Studio Manager of 30 people, led a team of Animations and Graphic designers in the R&D.

Within this position I am responsibility for all creative work from concept to final designs of the screens. Contributing ideas and design artwork to the overall brief, drawing in 2D to create sketches, backgrounds,

artwork or illustrations for planning all the game for the animators.

As a creative I had the Ability to come up with unusual or clever ideas about a given topic or situation, or to develop creative ways to solve a problem.

Assist editors and computer engineers with technical and creative issues as necessary.

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Please kindly get in touch for portfolio works.

## Frappeelite



Frappeelite - Logo Design, Stationery Design.

## Raifu Intergames



Raifu Intergames - Logo Design, Characters Designs.

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## Studio Photography



2PStudio Photography - Logo Design.

## Ofek Mitam



Ofek Mitam- Logo Design

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## Harris Mira Gynecology



Harris Mira Gynecology- Logo Design, Stationery Design.

## Soft Eye



Soft Eye - Logo Design

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## Seeds Depot



Seeds Depot - Logo Design, Print Design

## Balzer



Balzer Computers LTD - Logo Design, Print Design

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## Telme



Telme - Logo Design, Brochure Design

## Market Wize



Market Wize - Logo Design, Stationery Design.