

WELCOME
TO
MY PORTFOLIO

Ivana Bokova
GRAPHIC DESIGNER

WELCOME

Hello, I am a Graphic Designer having graduated Graphic Design from the University of Hull in 2026. I focus on 3D animation and branding, but also do promotional posters. I aspire to work in a animation agency. As a creative with ambition and drive to improve and refine my skills I hope to be of good addition to your team.



CONTACT

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💬 @Ivana Bokova

EXPERIENCE

[GRADE] BA HONS GRAPHIC
DESIGN
UNIVERSITY OF HULL

Level 03: GRAPHIC DESIGN &
FINE ART
NEW COLLEGE DONCASTER

LEVEL 02: GRAPHIC DESIGN &
FINE ART
NEW COLLEGE DONCASTER

SOFTWARE PROFICIENCY

- Blender
- Photoshop
- Illustrator

UNIVERSITY PROJECT

Animation Piece Blender

To watch me click [here](#)

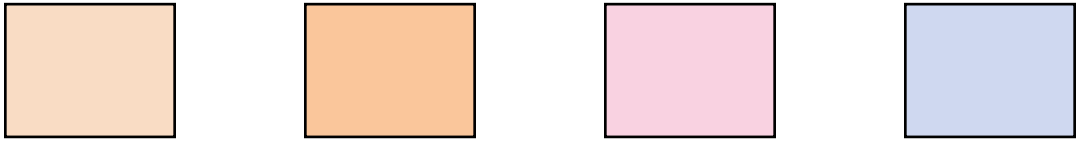
This piece of work is part of my University 'Negotiated Project' module. For this module I created a 40-second-long animation piece that transitioned from one scene to the next, using Blender to 3D design the scenes and animate any moving objects. With this work I want to demonstrate my understanding of Blender and 3D animation as well as showcasing my skills. To do this I have showed images of both scenes that are in the animation as well as some of the 3D models for the first scene. What inspired me to create this is my hobby of reading books, and how reading a book often feels like travelling to other worlds which gave me the idea of the transition between two different scenes.

Apps used:

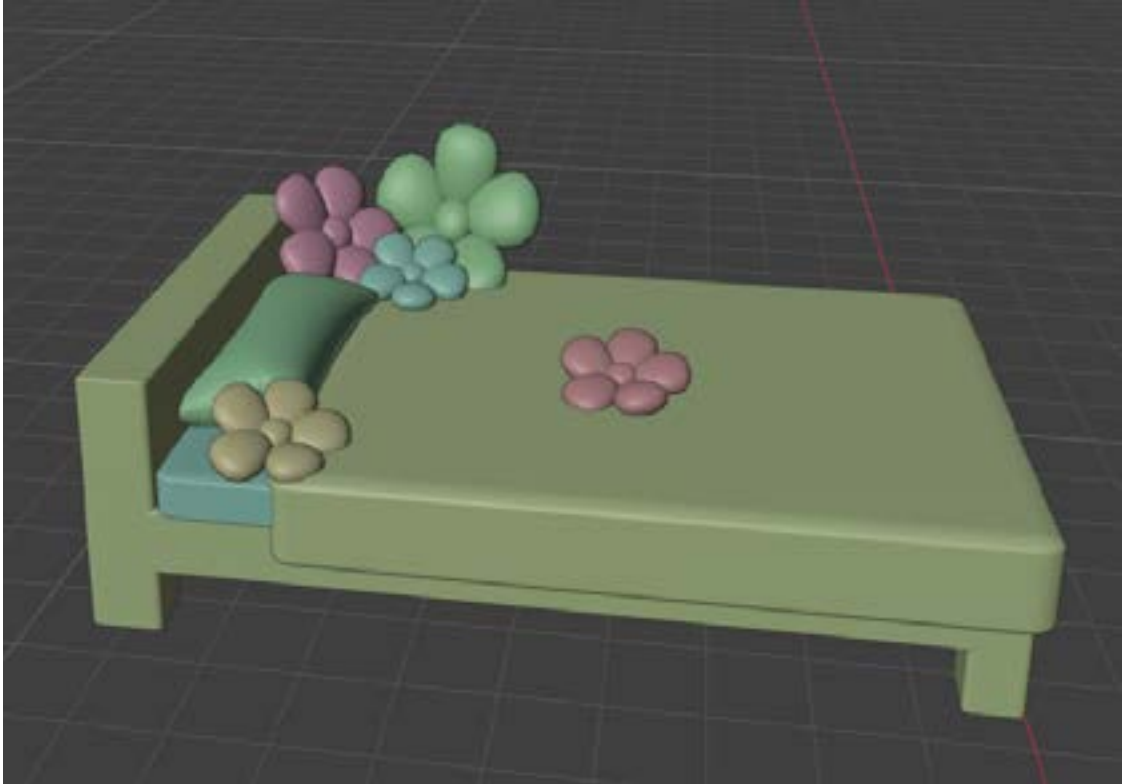
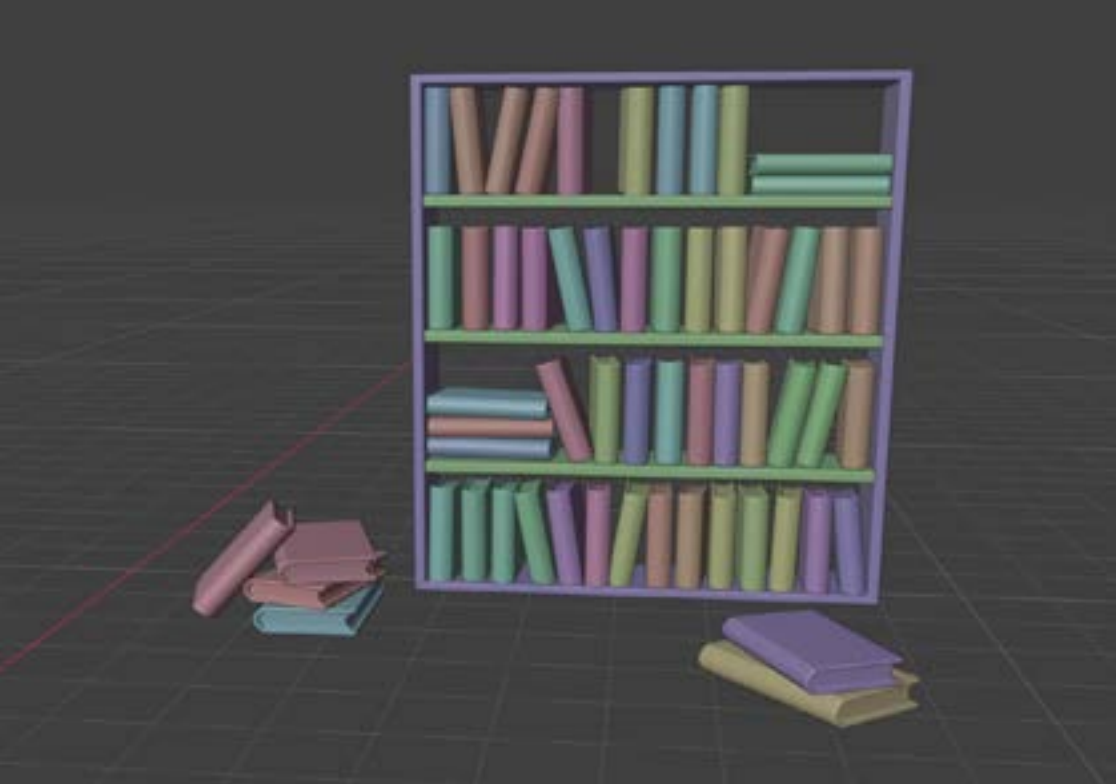
- Blender
- Adobe PremierPro
- Adobe Audition

Skills Applied:

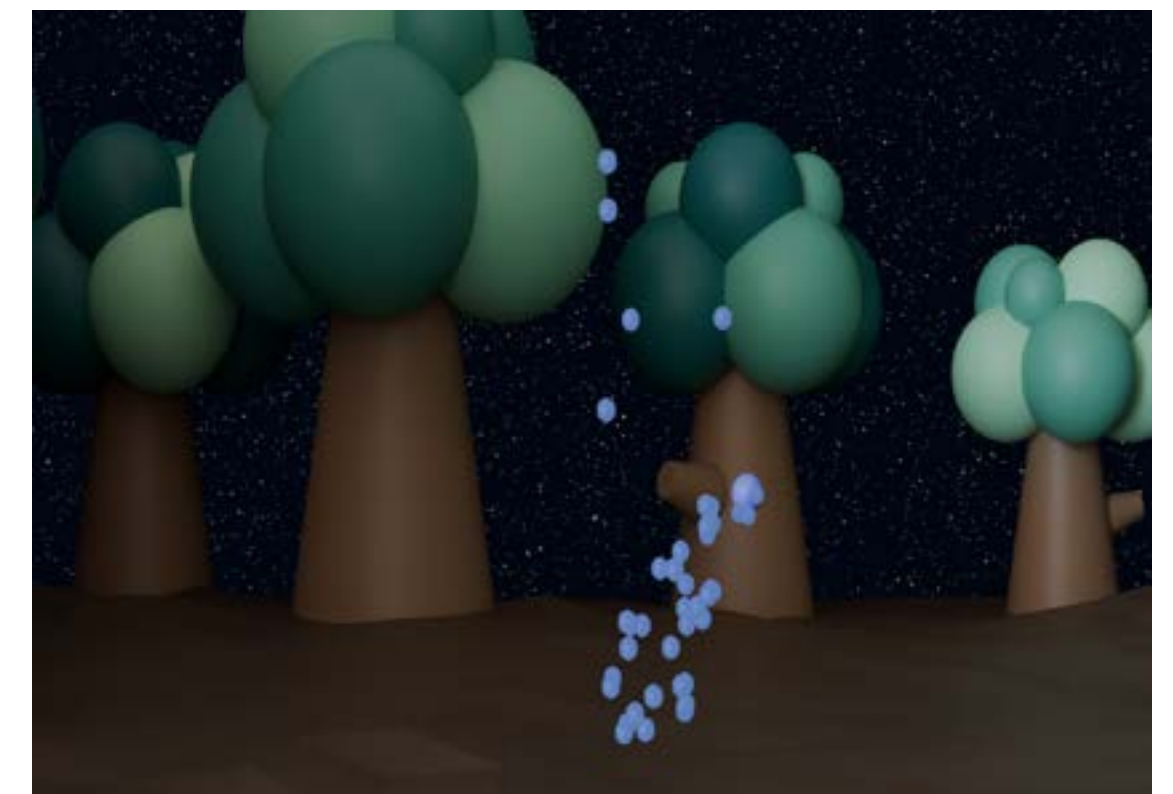
- 3D modeling
- 3D animation
- Adding music to an animation



THE OPENING SCENE OF THE ANIMATION



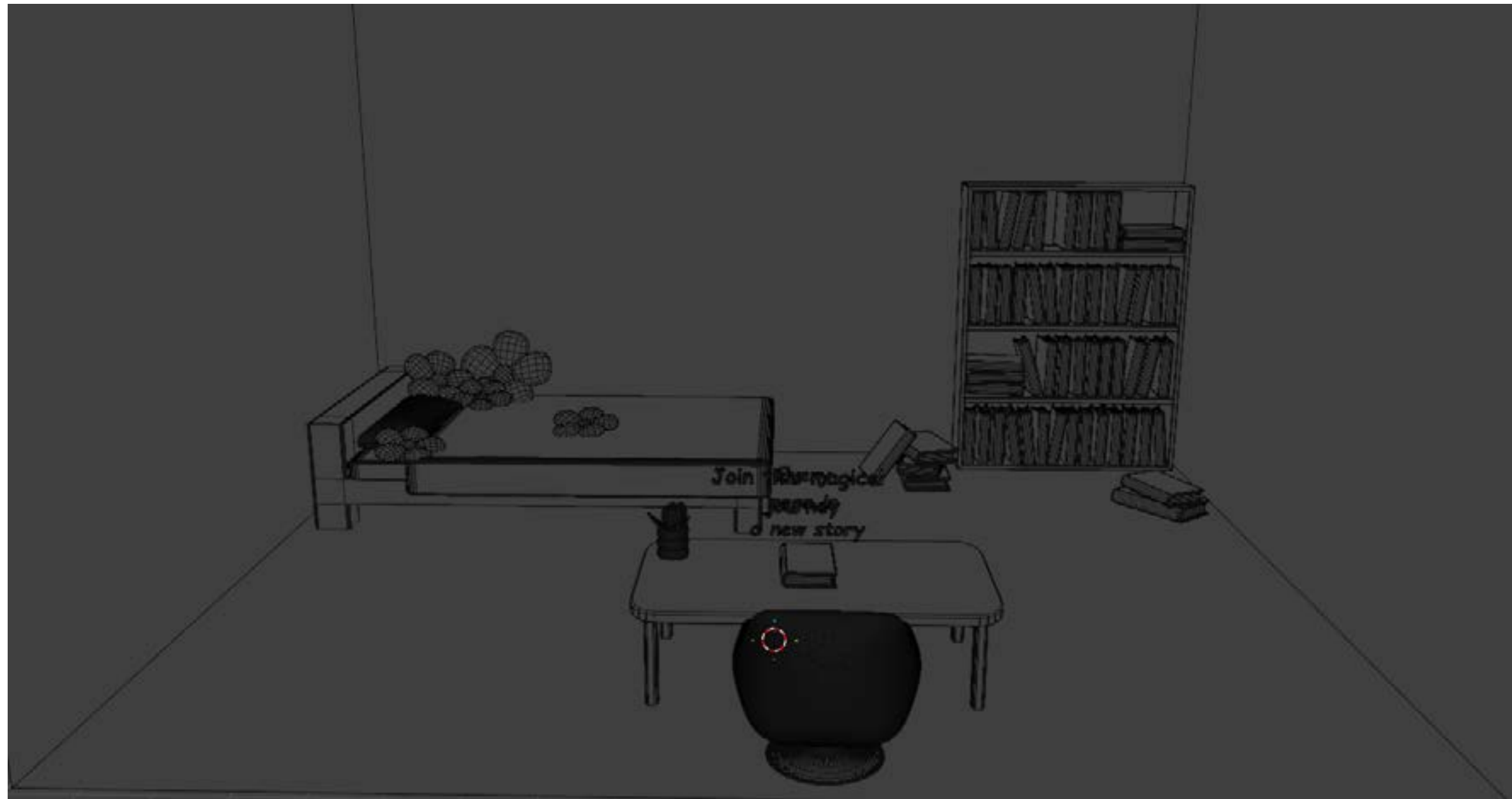
A CLOSER LOOK AT THE 3D MODELS



IMAGES FROM THE SECOND SCENE IN THE ANIMATION



THE FIRST SCENE IN ALL FOUR OF THE PREVIEWS



WIREFRAME



SOLID

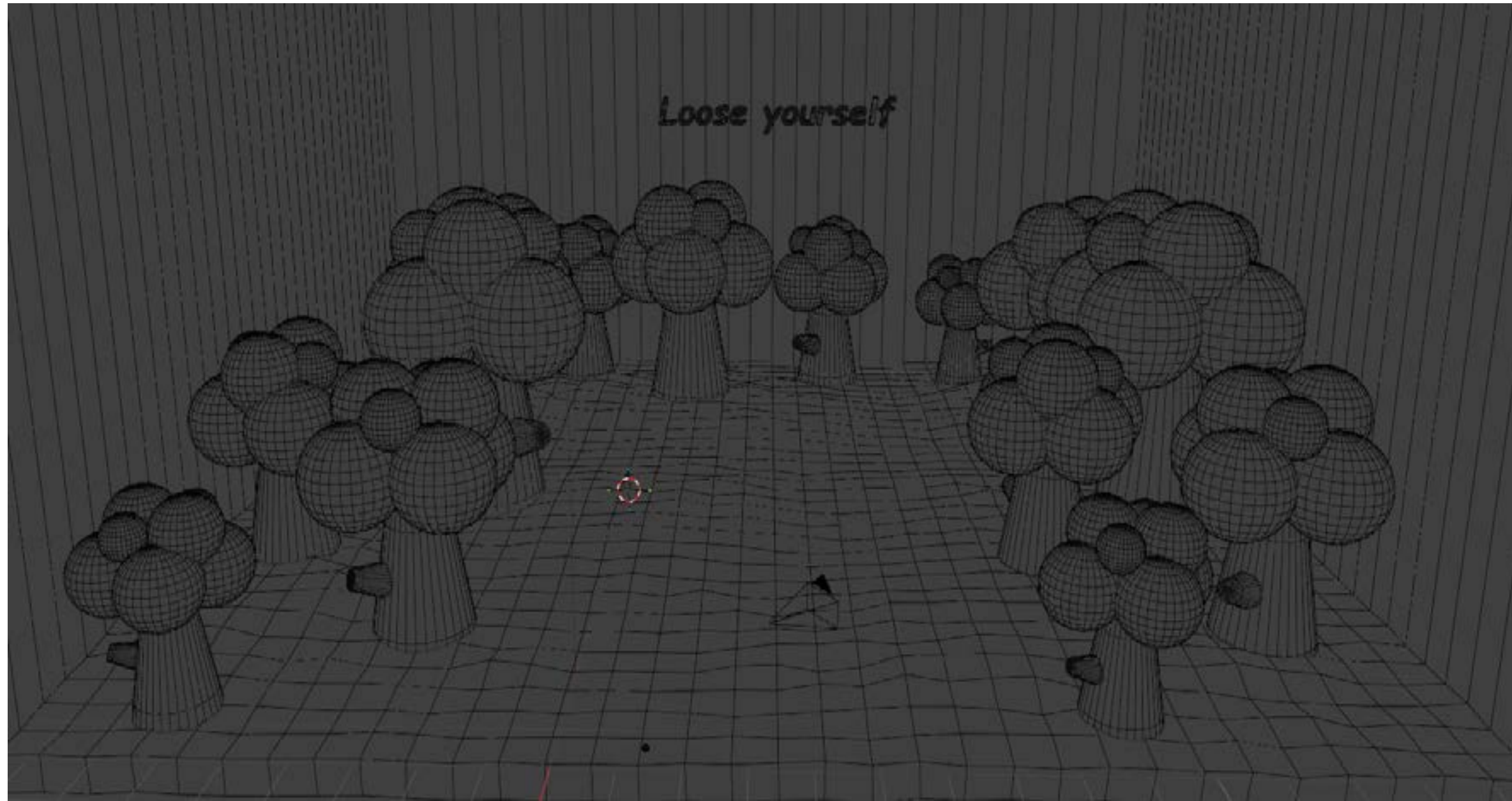


MATERIAL OVERVIEW

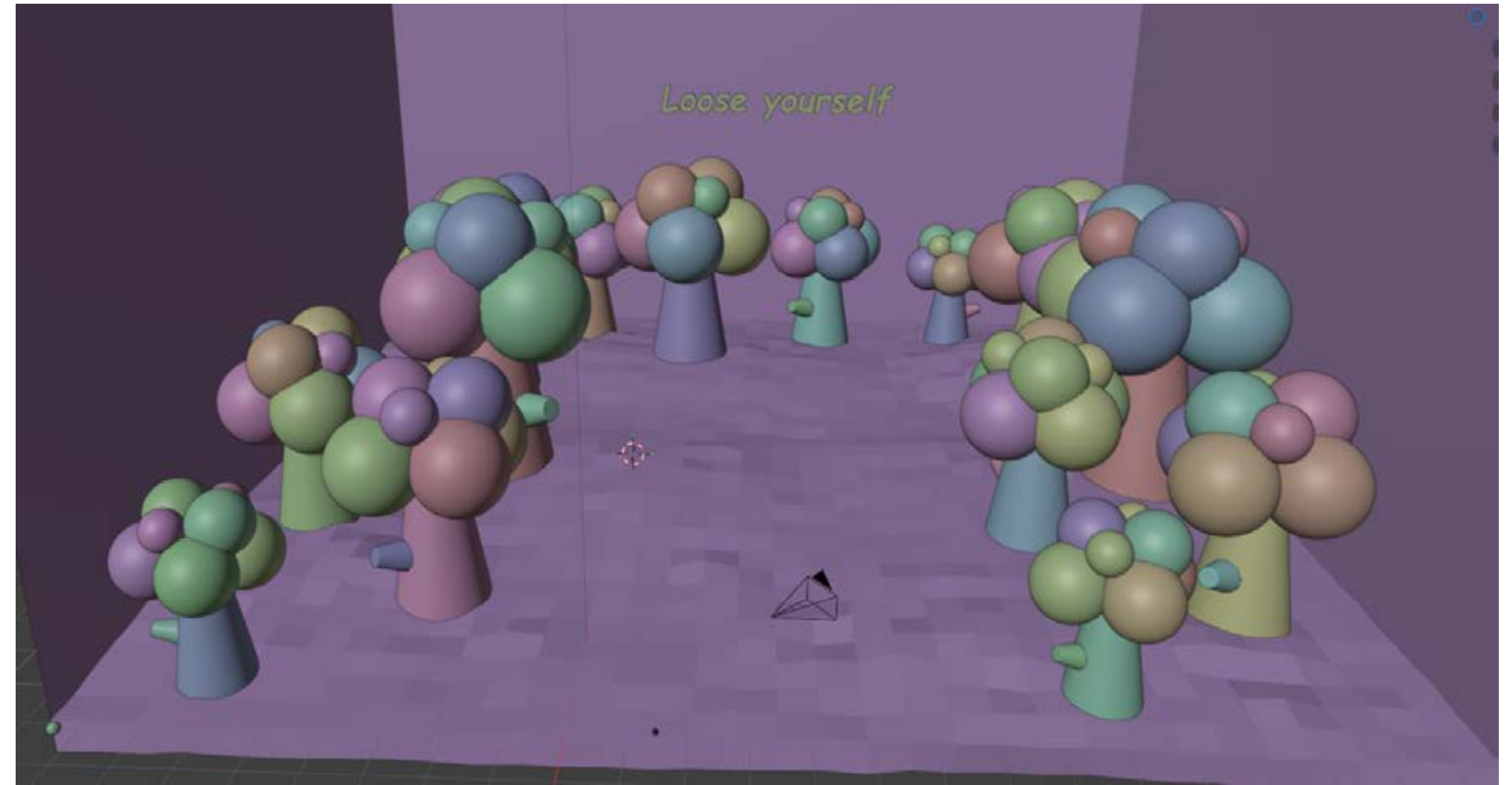


RENDERED

THE SECOND SCENE IN ALL FOUR OF THE PREVIEWS



WIREFRAME



SOLID



MATERIAL OVERVIEW



RENDERED

PERSONAL COLLECTION

Blender

This page is all about the personal projects that I have undertaken on my own time, outside of university. They were all created using Blender, further enhancing my skills in 3D design. Since this is the industry, I want to excel in, each project has taught me different skills that were further applied in the next piece of work.

Apps Used:

- Blender

Skills Applied:

- 3D modeling
- 3D texturing
- 3D rendering





IMAGES FROM THE SECOND SCENE IN THE VIDEO



IMAGES FROM THE FIRST SCENE IN THE VIDEO

UNIVERSITY PROJECT

360 Video Blender

This piece of work was made for another university project that wanted us to create something in VR or a 360 video. I choose to focus on creating a 360, 3D video in Blender, for this I modelled two scenes, with the idea that the viewers will walk to the jar in the middle of the first scene and dissapear inside the jar which is the second scene, while modelling I had to keep in mind that the viewers will be able to turn the camera as they please so I had to add pointers to guide the viewers to the right view at the right moment in the video. This project helped refine my modelling skills further, but it also taught me to constantly think about the UX/UI experience which further helped my skills in considering user experience.

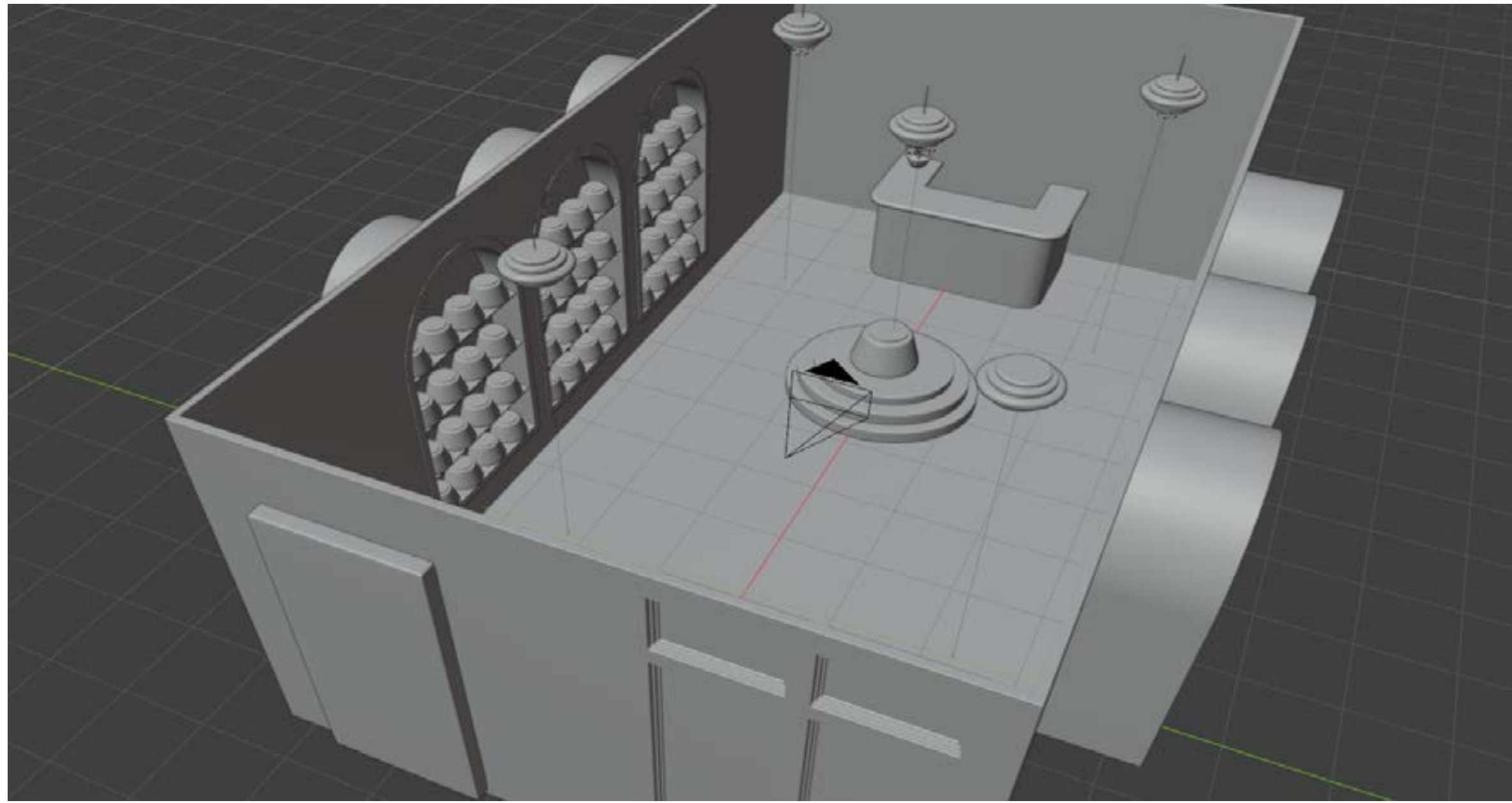
To watch me click [here](#)

Apps Used:

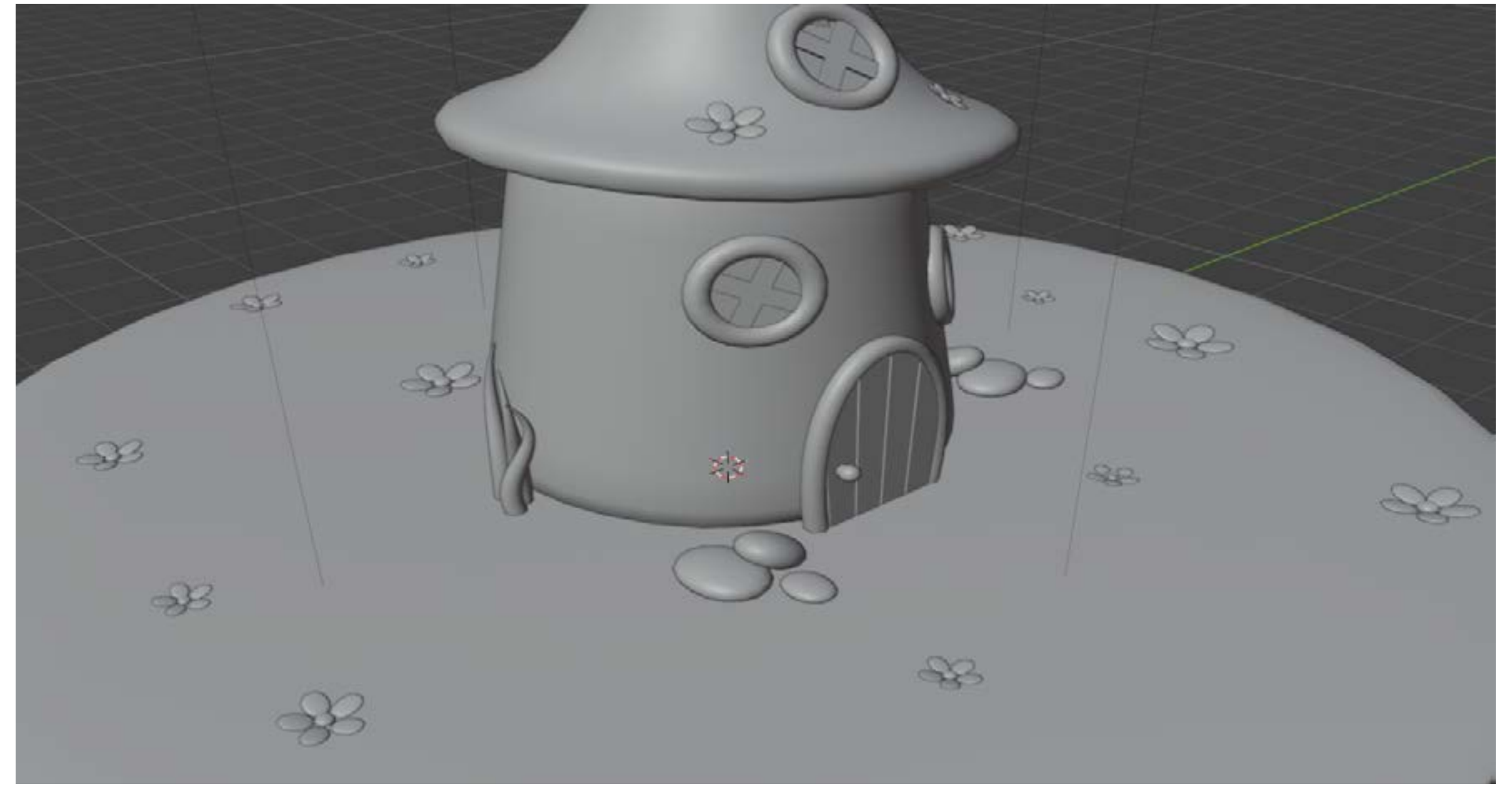
- Blender
- Premier Pro

Skills Applied:

- VR settings
- 3D modelling
- UI/UX design



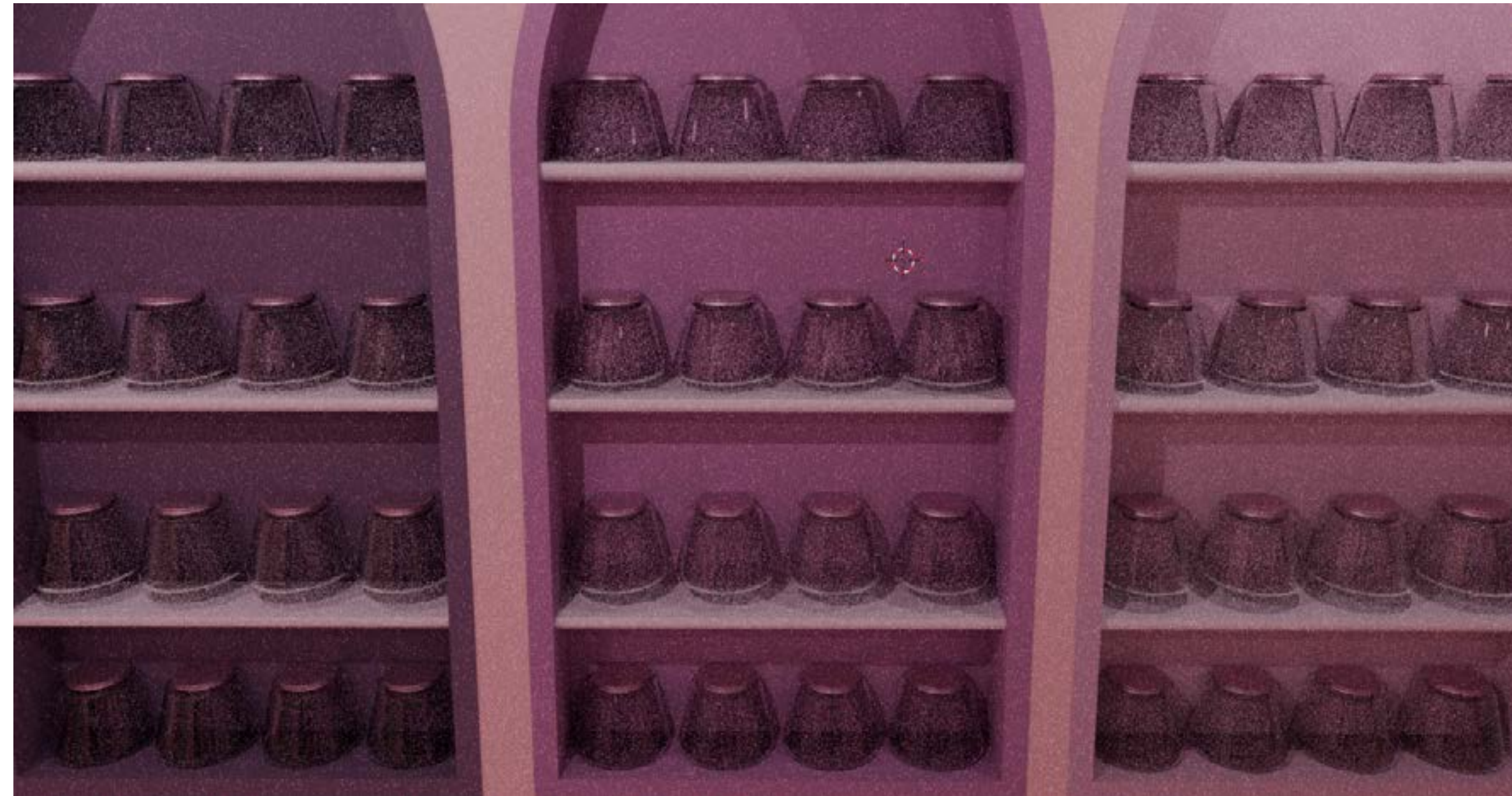
THE MODEL OF THE SHOP SCENE



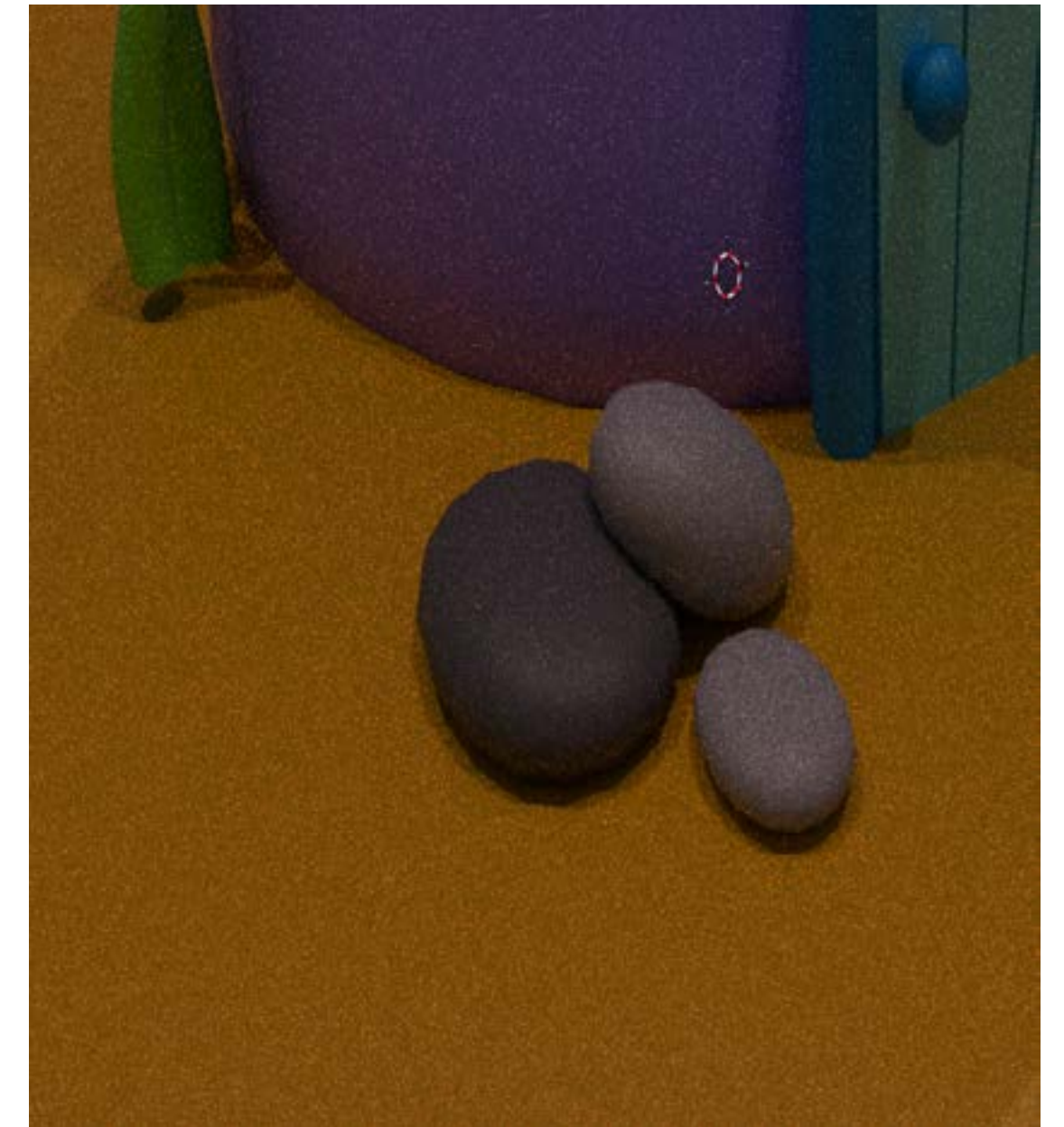
THE MODEL OF THE JAR SCENE



THE VASE IN THE SHOP SCENE



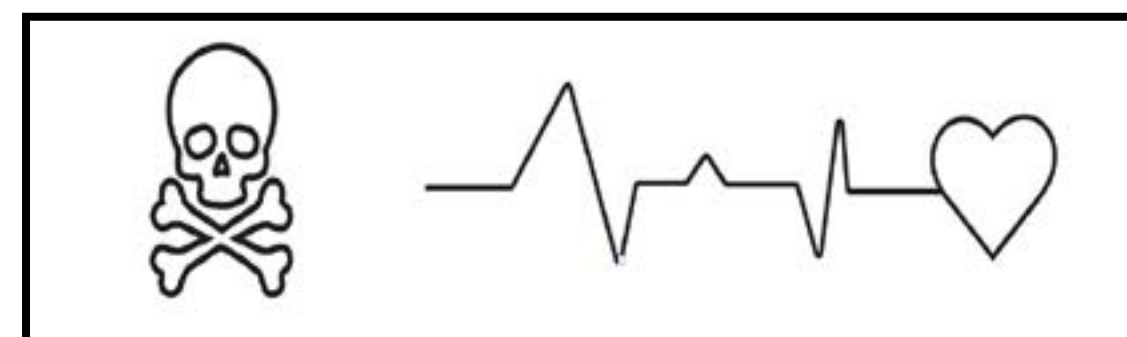
THE WALL OF JARS IN THE SHOP SCENE



DETAILS IN THE JAR SCENE



Middle Poster



ICONS THAT WERE USED



CLOSE UP OF THE TYPOGRAPHY



UNIVERSITY PROJECT

Brutalism Photoshop

This project was done for a university module that the focus was on creating design to encourage positive change in the audience. Due to that, I decided to do a series of three posters that are focused on trying to get people to stop vaping by showing the dangers of long-term vaping. The design style that the posters are in is Brutalism since that is the style I thought best would portray the message to the viewers. The series of three posters were created in Adobe Photoshop and the icons that were used were created in Illustrator. To show how I have used my skills I have showed all three of the posters as well as close ups of the details and the icons that were created. At the end all three posters were posted to Instagram in three different animations that were made in Adobe Express.

Apps Used:

- Adobe Photoshop
- Adobe Illustrator
- Adobe Express

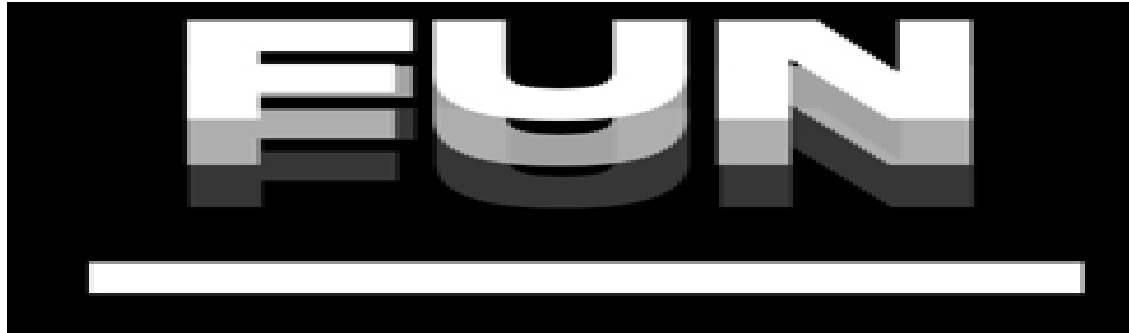
Skills Applied:

- Managing composition
- Consistency
- Utilizing typography

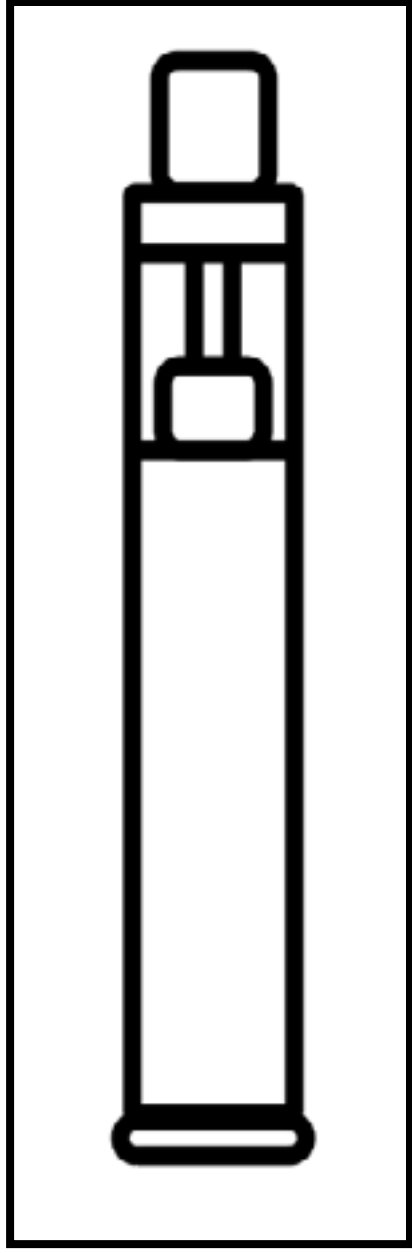
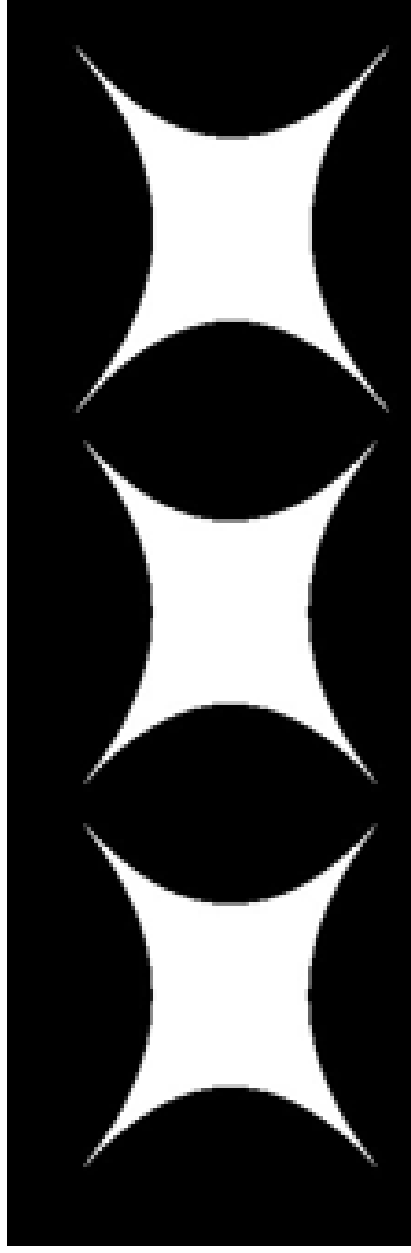
First Poster



CLOSE UP OF THE TYPOGRAPHY



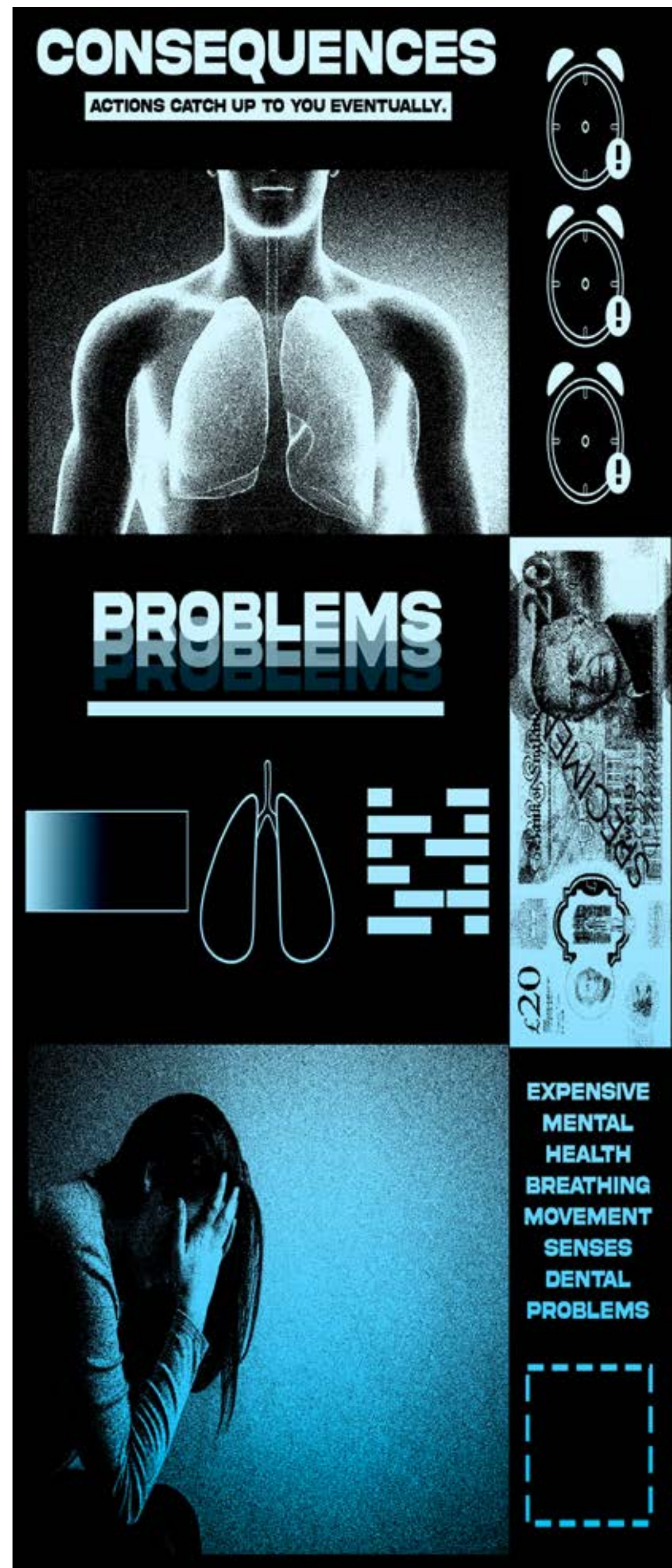
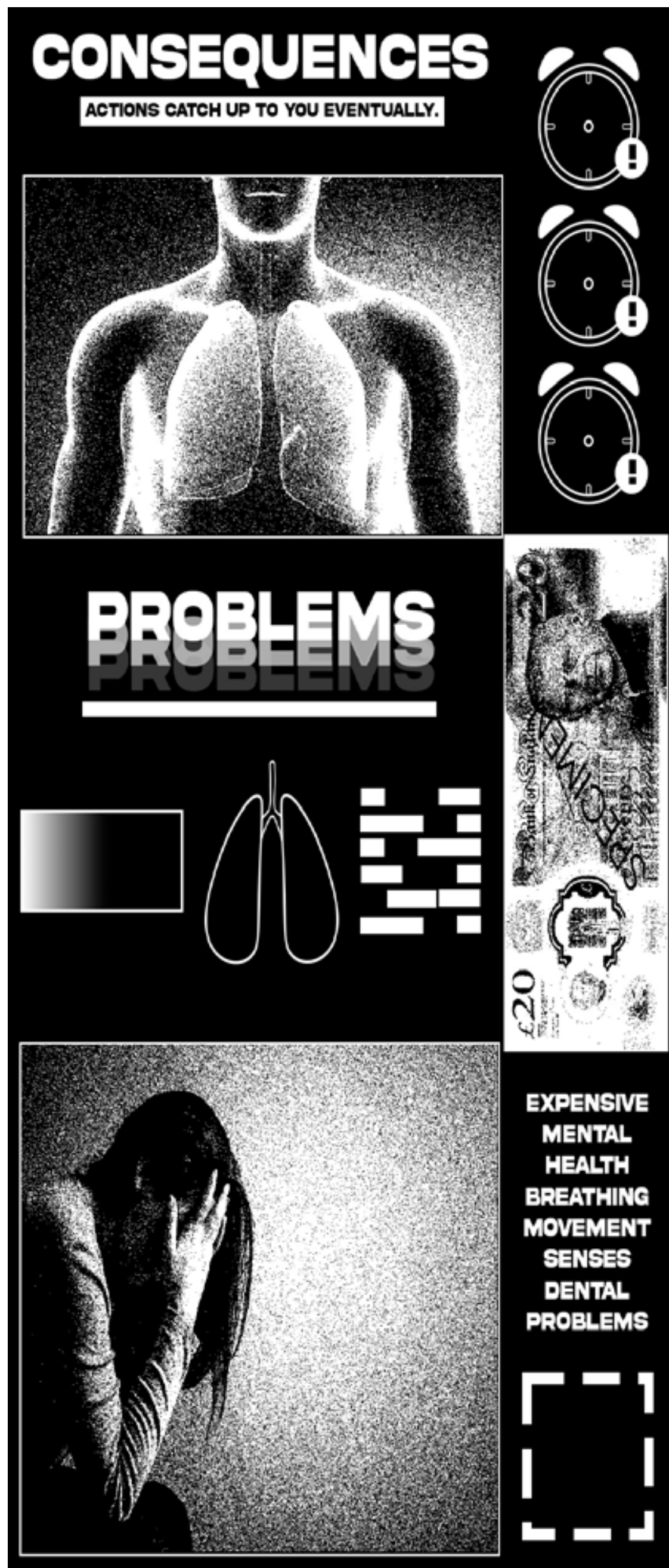
CLOSE UP OF THE IMAGES



ICONS THAT WERE USED



FINAL POSTER AND A GRADIENT VARIANT

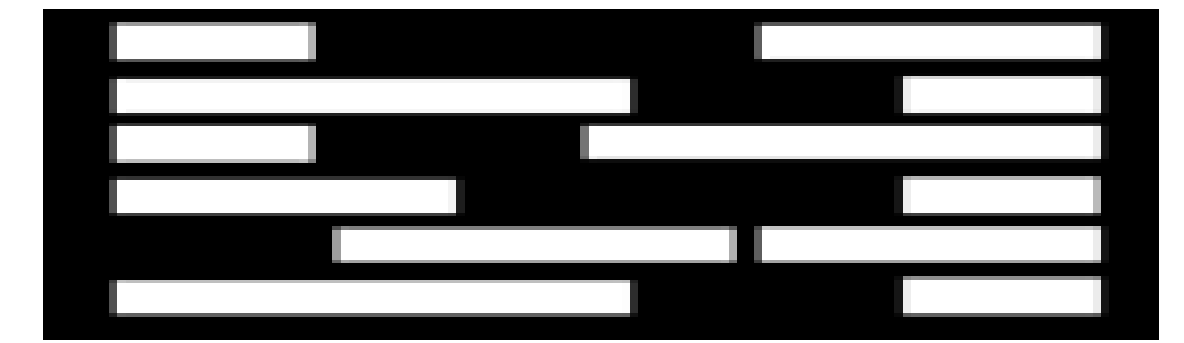
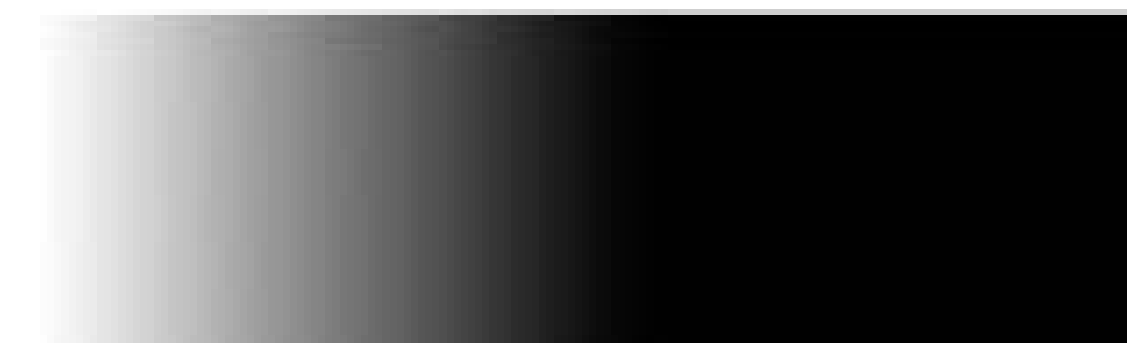


FINAL POSTER AND A GRADIENT VARIANT

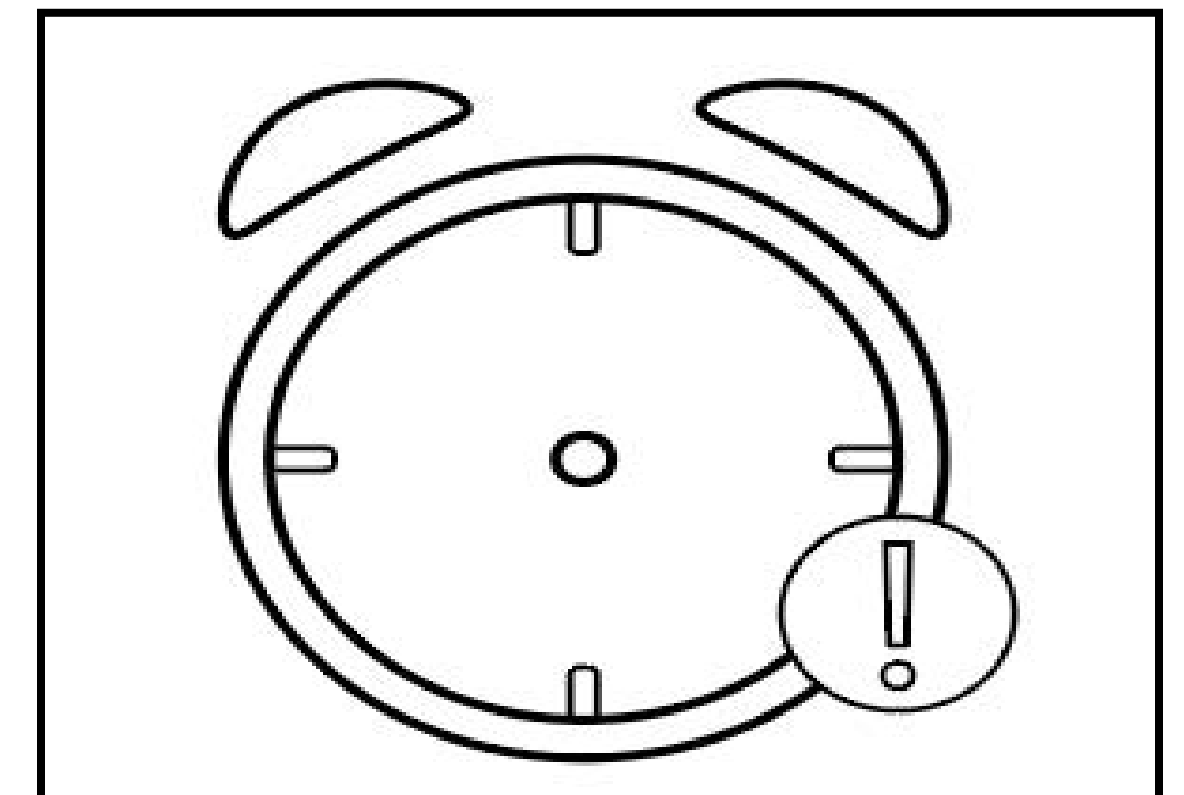
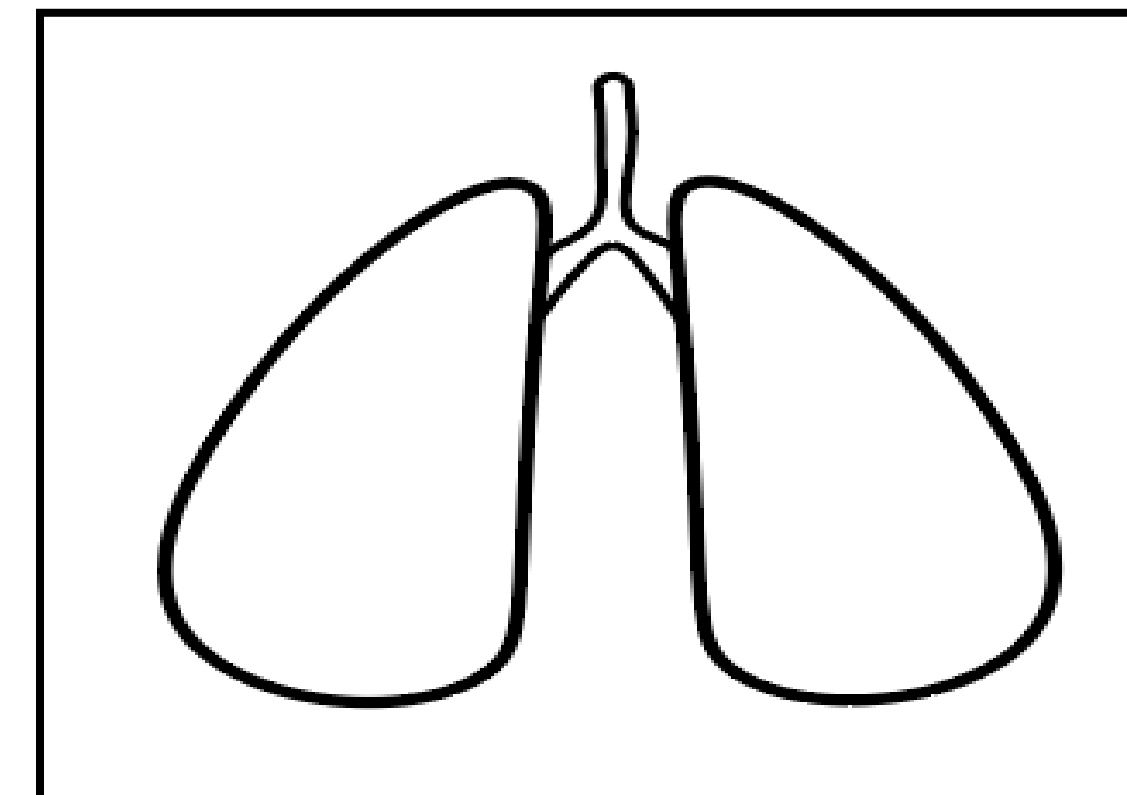
Final Poster



CLOSE UP OF THE TYPOGRAPHY



CLOSE UP OF THE GRADIENT



ICONS THAT WERE USED