MATÚŠ GAÁL
GRAPHIC AND MOTION DESIGNER

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Bratislava

I am communication designer, since year 2000, my focus is on graphics, motion and web design.

Recently I was working as a visual artist, motion designer and video editor for Elaia Design studio, where I was designing, producing and editing graphics for digital screens, TV, online, print and web. I live and work in Bratislava in Slovak republic.

STUDY

1992 -1996

HIGH SCHOOL / GYMNÁZIUM
Gymnázium na Kováčskej ulici, Košice, SK
Leaving examinations: Slovak (1) and English languages (1), Biology (2), History (2)

1996 -2001

TECHNICAL UNIVERSITY KOŠICE
Faculty of Mechanical Engineering, department of Technologies, Management and Innovations
Bachelor's degree: Operative Management

WORK

2004 -2005

STROJKOV ENGINEERING /1,5 years/
Graphic and web design, print execution

2005 -2008

OREO PRODUCTION /3 years/
Graphic design, motion design
Video editing and post-production
TV broadcast tapes executive

2008 -2010

SELF-EMPLOYED /2 years/
Motion, graphics, web design, print execution

2010 -2022

ELAIA DESIGN STUDIO /12 years/
Motion and graphic design
Video editing and post-production
Print execution

ABILITIES

since 2000

Communication design : graphics and motion design, video editing and postproduction
Visual concept, design and production
Graphics creation and adaptation
Work with vector graphics
Illustration
Layout and typography application
Motion design
Audiovisual media design and production
Animation and interactivity using scripting languages commands
Visual effects design, color grading
Preparation of design workflow, pre- and post-processing
Adobe graphics and animation software
Html, Css, basics of JavaScript scripting
JavaScript animation

SOFTWARE SKILLS

Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Adobe After Effects
Adobe InDesign

LANGUAGES

Slovak and Czech (native)
English (advanced)
German (beginner)
Russian (beginner)

While trying to deliver useful, contemporary and compatible design outputs, I use creativity, logic, trends overview, strong eye on detail, Adobe graphics and animation software and a little bit of mathematics.