

Segev Vaknin

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GRAPHIC DESIGNER

Figma | Illustrator | InDesign | Photoshop

I am a motivated professional with a passion for continuous learning and development. I excel in print production and typography, with strong skills in Adobe software and Figma. Additionally, I have expertise in video editing and performance photography.

WORK EXPERIENCE

Israel Hayom - Tel Aviv - Graphic Designer for Newspaper and Website 2022 - 2023

- Designed images, frames, and all visual elements for both the newspaper and the website.
- Arranged content, including images and articles, for publication after editing.
- Performed image blurring and re-editing for the website.
- Regular use of InDesign and Photoshop.
- Professional photography of events with publications on the website.
- Collaborated with the editorial team, designed graphics based on themes, worked under pressure with attention to detail.

I Digital - Tel Aviv - Apple Product Repair Specialist. 2021 - 2022

- Repaired complex issues with Apple devices.
- Identified faults and sent devices to the lab when necessary.
- Used Apple diagnostic software and worked with a team of repair specialists.
- Managed customer service and underwent training programs for phone repairs.

IDF - IT & SYSTEM - BAH GIVATI. 2010 - 2013

- Completed as a First Sergeant (full military service), responsible for computer network.
- Managed and maintained approximately 200 computers.
- Available 24/7 for handling endpoint issues in classified military computer systems.

EDUCATION

Netcraft - Bnei Brak - UX User Experience Course. 2021

- Specialized in Photoshop, Figma, Axure.
- In-depth study of various editing software and expertise in user experience design for websites and applications.

Galitz - Live Performance Photography 2020

- Studied principles of live performance photography and editing.
- Specialized in Lightroom and Photoshop editing software.

WIZO Haifa - Bachelor's Degree - Visual Communication, Graphic Design. 2016 - 2020

- Specialized in software: After Effects, Illustrator, InDesign, Photoshop, Premiere Pro, Cinema 4D.
- Completed numerous projects across different fields under tight deadlines and high standards.

PROJECTS

User research on home performances during COVID-19 and their alternatives. 2021

In this project, I explored how artists can continue delivering a fully digital experience that still entertains the audience through digital platforms.