



Bratislava, Slovakia
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Ondrej Mitko

Work Experience



Brand design, Lead Interactive 3D designer, Content creator (startup life)

Vectary · Oct 2020 - Nov 2025

Designing web-first, real-time interactive 3D systems and experiential product demos optimized for performance and usability.

- Designed and built lightweight, high-quality web-first interactive 3D experiences
- Prototyped interactive systems and workflows to communicate product capabilities
- Balanced visual quality, performance, and technical constraints in browser-based 3D
- Created brand identity, visual language, and contributed to digital content across web and social platforms
- Collaborated with product, sales & marketing teams on experiential demos and concepts

Scout

Brand & 3D/2D Graphic Designer

Scout · Aug 2020 - Feb 2021

Worked as a solo designer on brand identity, logo design and key visual systems for Scout and its digital products — a startup focused on connecting people through content.

The work spanned from early visual identity definition to concept-driven 3D visuals used across product launches, in-product communication, and social media. Each visual translated abstract product ideas into clear, minimal narratives.

- Designed Scout's logo and early brand identity foundations
- Developed conceptual 3D key visuals supporting product launches and digital products
- Delivered 2D, video, and 3D assets optimized for digital and social platforms
- Collaborated closely with the founding team on early-stage brand direction



3rd party promoter, Customer service

Microsoft · Jun 2016 - Oct 2017

- Advising and promoting the brand new Windows 10, Microsoft Office 2016, Xbox One S, X
- Taking care of customers, describing the latest features



Graphic Designer

Studio GOAT · Jul 2017 - Aug 2017

- brand design basics

Education

Slovak university of Technology

Master of Arts - MA, Industrial design and Product design
2020 - 2022

Slovak university of Technology

Bachelors, Industrial and Product design,
2016 - 2020

Languages

English

Tools

Figma/2D | Plasticity/3D | Adobe CC | Lovable+Replit+GPT | Vectary |
[or Blender] [prefer not to use] exploring vibe coding [expert]