

DANIEL ALI

INTERIOR DESIGN · 3D · DIGITAL MEDIA

CONTACT

Barcelona, Spain

praenomen.com.ua

Architectural portfolio

PROFILE

Multidisciplinary designer based in Barcelona, working across interiors, spatial design and 3D visualization. My background in digital media connects physical spaces with visual storytelling, atmosphere and interactive experiences.

SKILLS

- Interior & spatial design
- Architectural visualization
- 3D modelling & animation
- Material & lighting studies
- Physical model making
- Graphic & editorial design
- Web & UI/UX design
- Photography & filmmaking

TOOLS AND SOFTWARE

- Rhino 3D
- AutoCAD
- 3ds Max · Maya
- Adobe Photoshop
- Adobe InDesign · Illustrator
- Premiere Pro · After Effects
- Adobe Lightroom
- WordPress · Unity
- Unreal Engine

LANGUAGES

UKRAINIAN · Native
RUSSIAN · Native
ENGLISH
Professional working proficiency
SPANISH · Basic

PROJECT EXPERIENCE

RETAIL & SPATIAL DESIGN
Academic project

Flamingo Estate / Flora Cast

- Developed a nature-inspired retail proposal and sculptural jewellery display.
- Explored material palettes, circulation, technical details and digital fabrication.
- Communicated the design through drawings, renders and a physical model.

INTERIOR & MATERIAL STUDY
Academic project

Material Honesty

- Developed a three-level renovation study informed by Donald Judd's principles.
- Connected floor plans and material choices through clarity, tactility and minimal intervention.

HOSPITALITY & LIGHTING DESIGN
Group project

Gisher

- Co-designed an atmospheric billiards bar around light, play and social interaction.
- The project includes lighting scenarios, visitor flow, renders and physical models.

COLLABORATION & INDEPENDENT WORK

GISHER
Collaborative spatial project
With Roza Tsaturian and Youssef Mahgoub. Concept, atmosphere and the visitor experience.

CATAMARAN INTERIOR
Ongoing design project
Developing an interior design proposal for a catamaran, exploring spatial organisation and life on board.

DESIGN APPROACH

Space & atmosphere | Structure, proportion, light and movement.
Material exploration | Drawings, physical models and 3D studies.
Digital storytelling | Animation, film and interactive experiences.

SELECTED WORK & CREATIVE FIELDS

- **Flora Cast** | Jewellery display
- **Material Honesty** | Interior study
- **Gisher** | Hospitality & lighting
- **Architecture & 3D** | Spatial design
- **Graphic design** | Editorial work
- **Digital media** | Web, film & UX

EDUCATION & WORKSHOPS

Interior Design — Ongoing
Istituto Europeo di Design, Barcelona

Bachelor's degree in Digital Media — 2022
University of Greenwich, London

GCSE & A-Level qualifications — 2018
DLD College London

PRACTICAL WORKSHOPS

Glass upcycling | Repurposed glass bottles into plates and other tableware.
Filmmaking | Participated in the production of a film.
Painting | Created a painting through hands-on artistic practice.