



Entertainment
Designer

Visual Storytelling
Motion Design
Filmmaker
Animator

**ADEL
MOLDOGAZIEVA**

Portfolio 2026

ABOUT ME



A visual storyteller and filmmaker working between Kyrgyzstan and Korea.
My work combines cinematic language, motion design and cultural narratives
to explore themes of memory, identity and place.

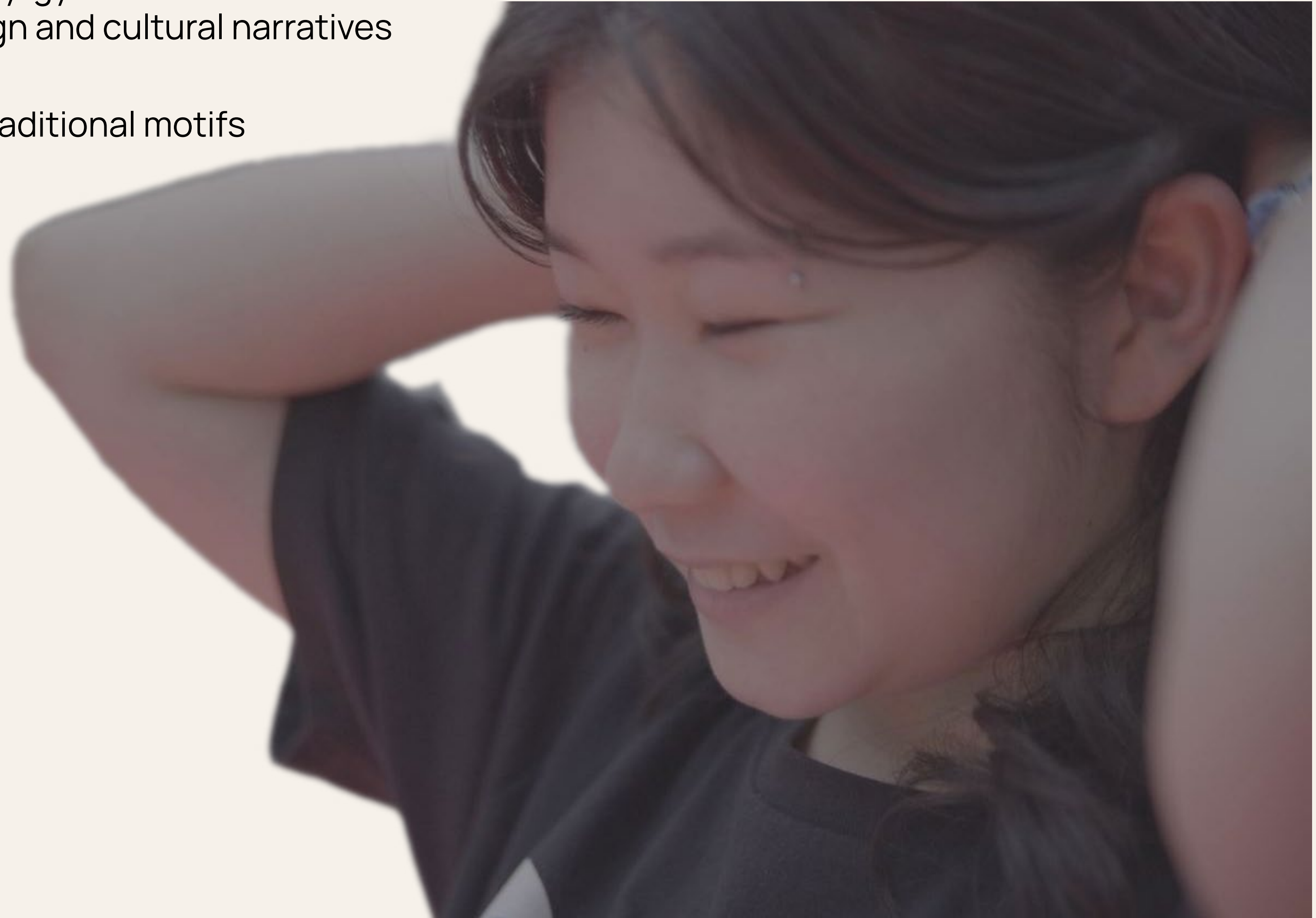
I am particularly interested in stories that connect traditional motifs
with contemporary visual media.

Skills

Film Direction
Motion Design
Animation
Visual Development
AI-Assisted Production

Languages

Russian – Native
English – Fluent
Japanese – Intermediate
Korean – Intermediate
Kyrgyz – Basic



ALTYN KANAT

Short Film | 2026 | 29 min

CREDITS

Director Moldogazieva Adel
Cinematography Askarova Aiday
Cast Amanov Asan, Himich Alexander
Format Live Action + AI-Animation

SYNOPSIS

The film follows Alex, a European IT specialist who has lost both his job and the person he loved.

Trying to escape the emptiness inside, he travels to Kyrgyzstan, where he meets Bakai – a charismatic and mysterious local guide.

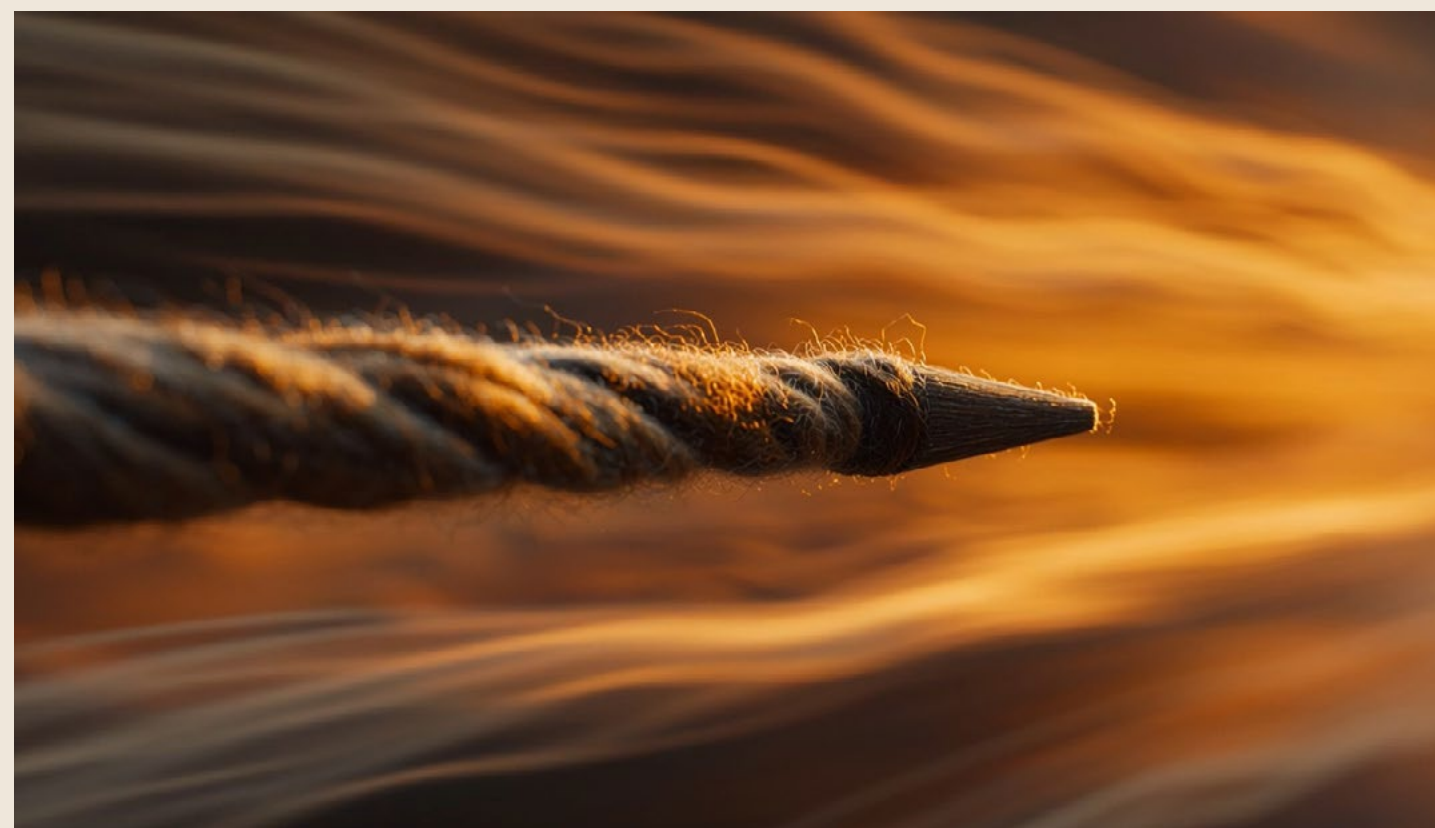
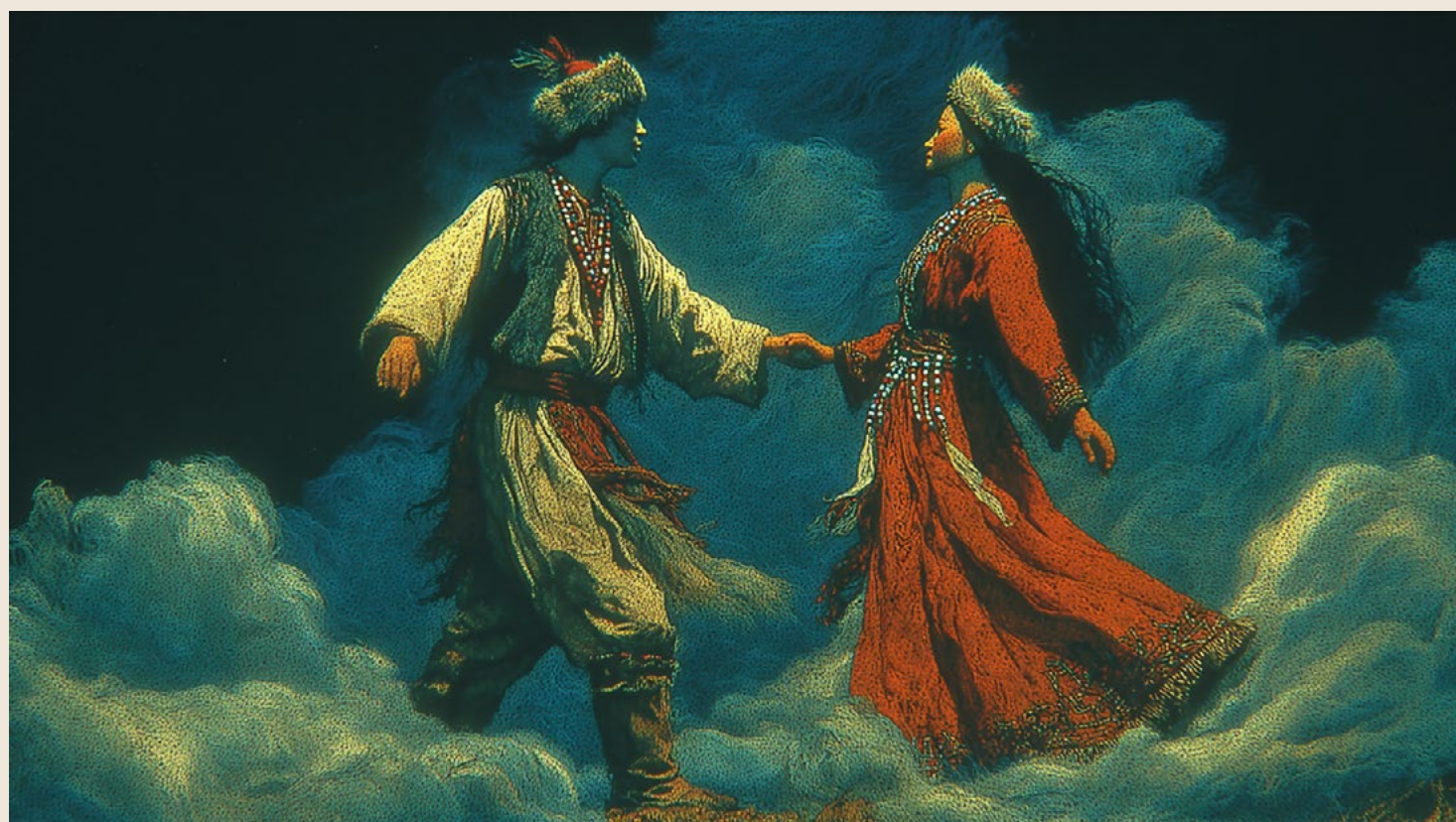
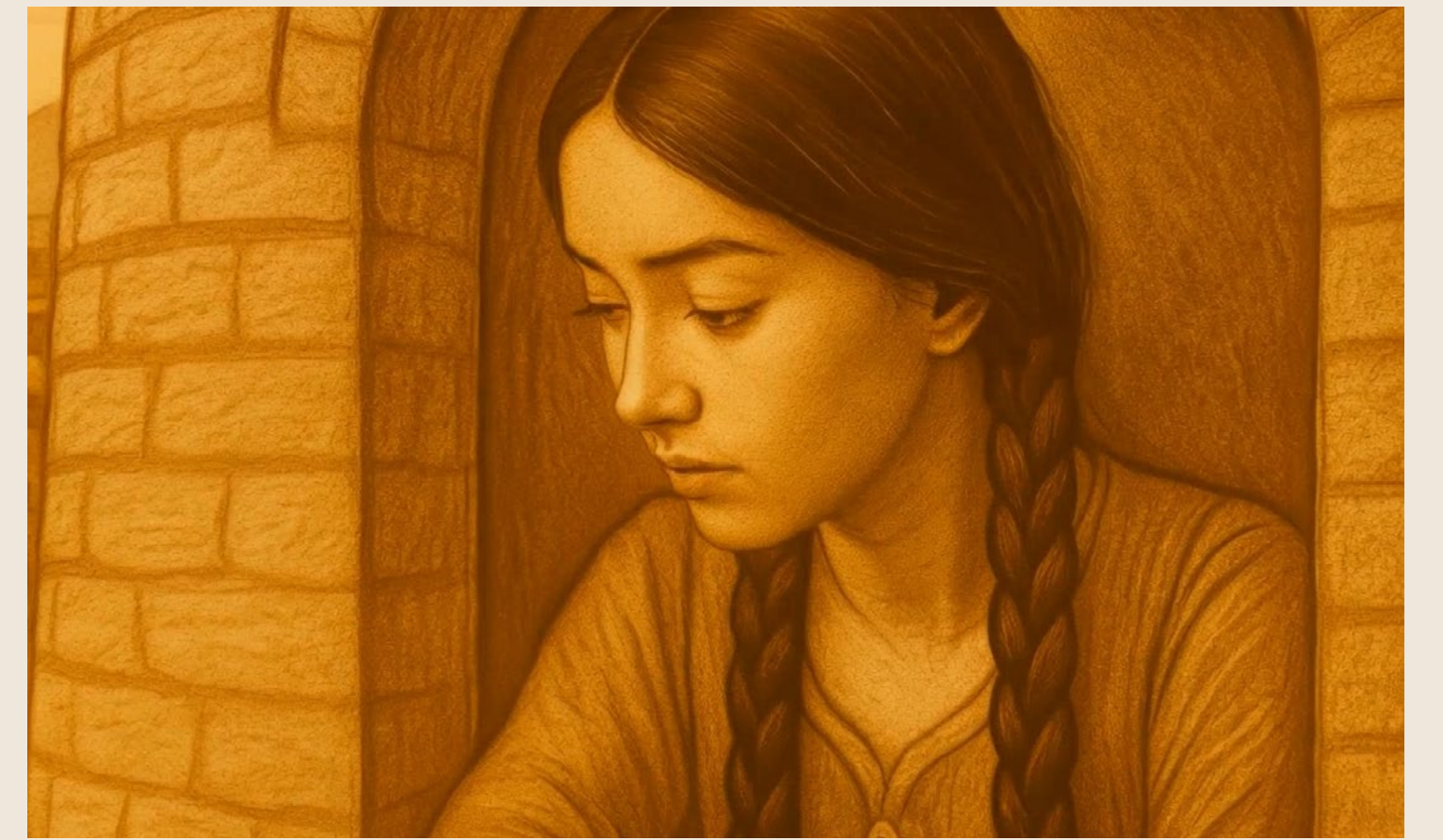
As they journey through ancient places, Alex begins to see in the legends a reflection of his own emotions and past.





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**LIVE-ACTION & AI-ANIMATION
STILLCUTS**

SALT

Short Film | 2023 | Horror / Thriller

SYNOPSIS

SALT is a psychological horror short film exploring fear, isolation and the blurred boundary between reality and hallucination.

The story follows a young woman who begins to experience disturbing visions connected to an ordinary object – salt.

As tension builds, the film gradually reveals how anxiety and inner fears distort perception and reality.

Director – Moldogazieva Adel
Views – 8K+ on YouTube





COLDBLOODED

Music Video / Live Action | 2023

Group Project (5 members)
Art Direction – Moldogazieva Adel

SYNOPSIS

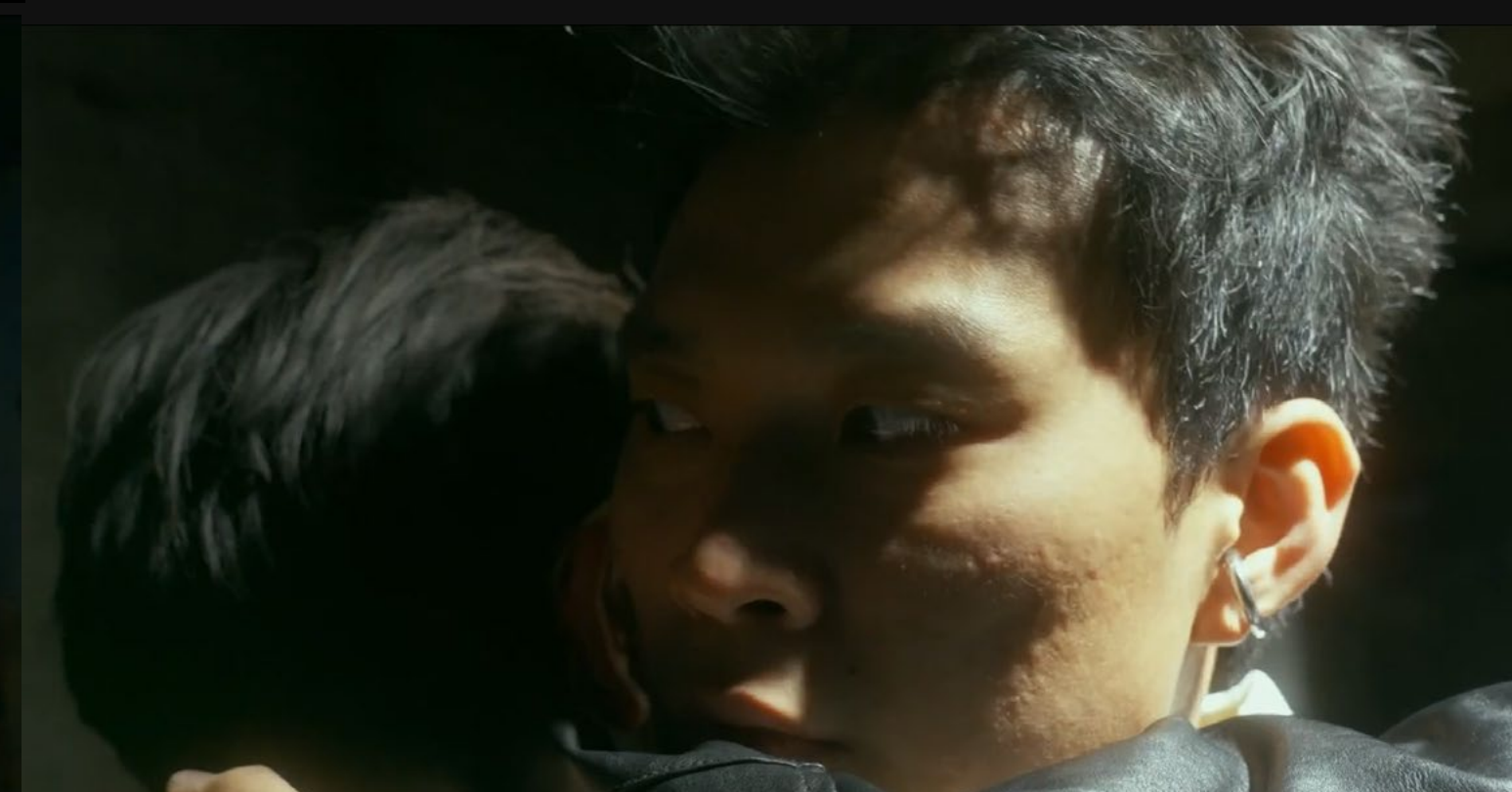
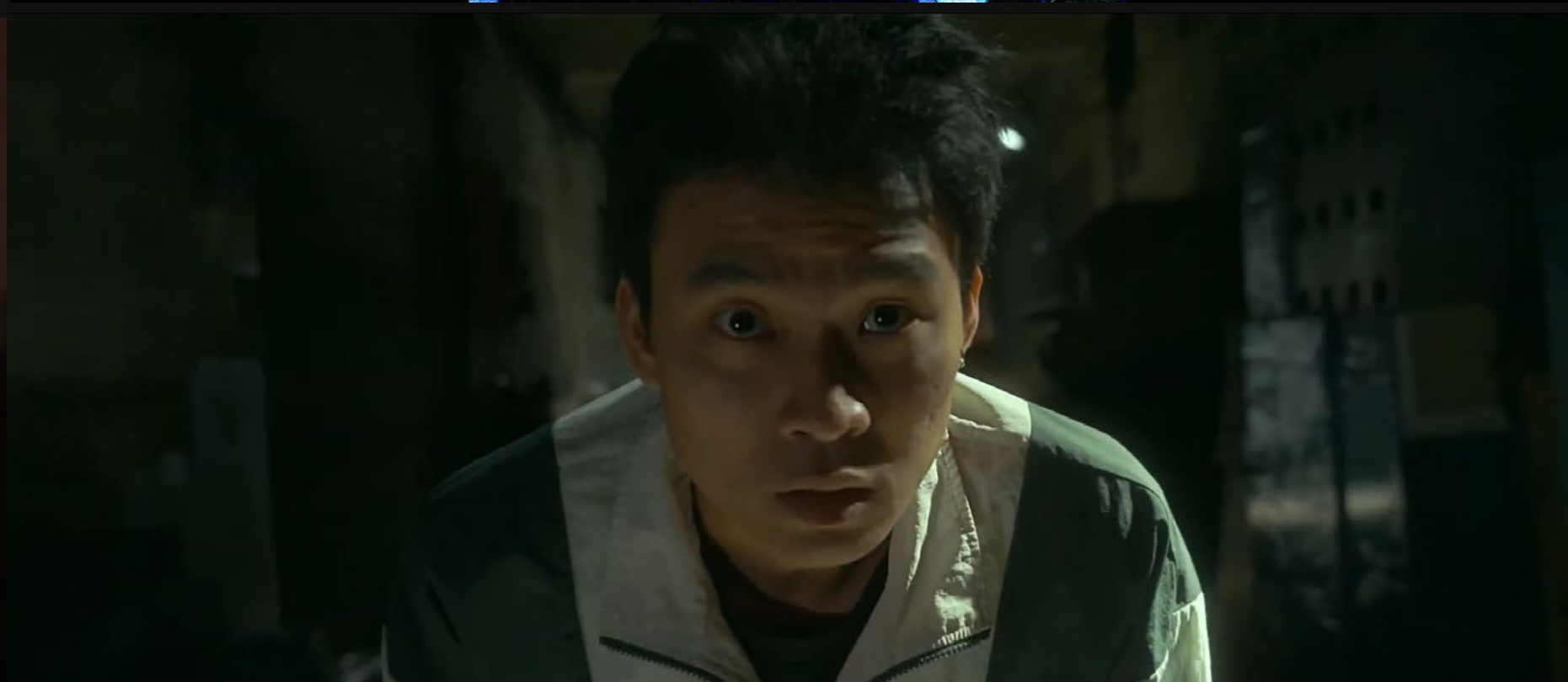
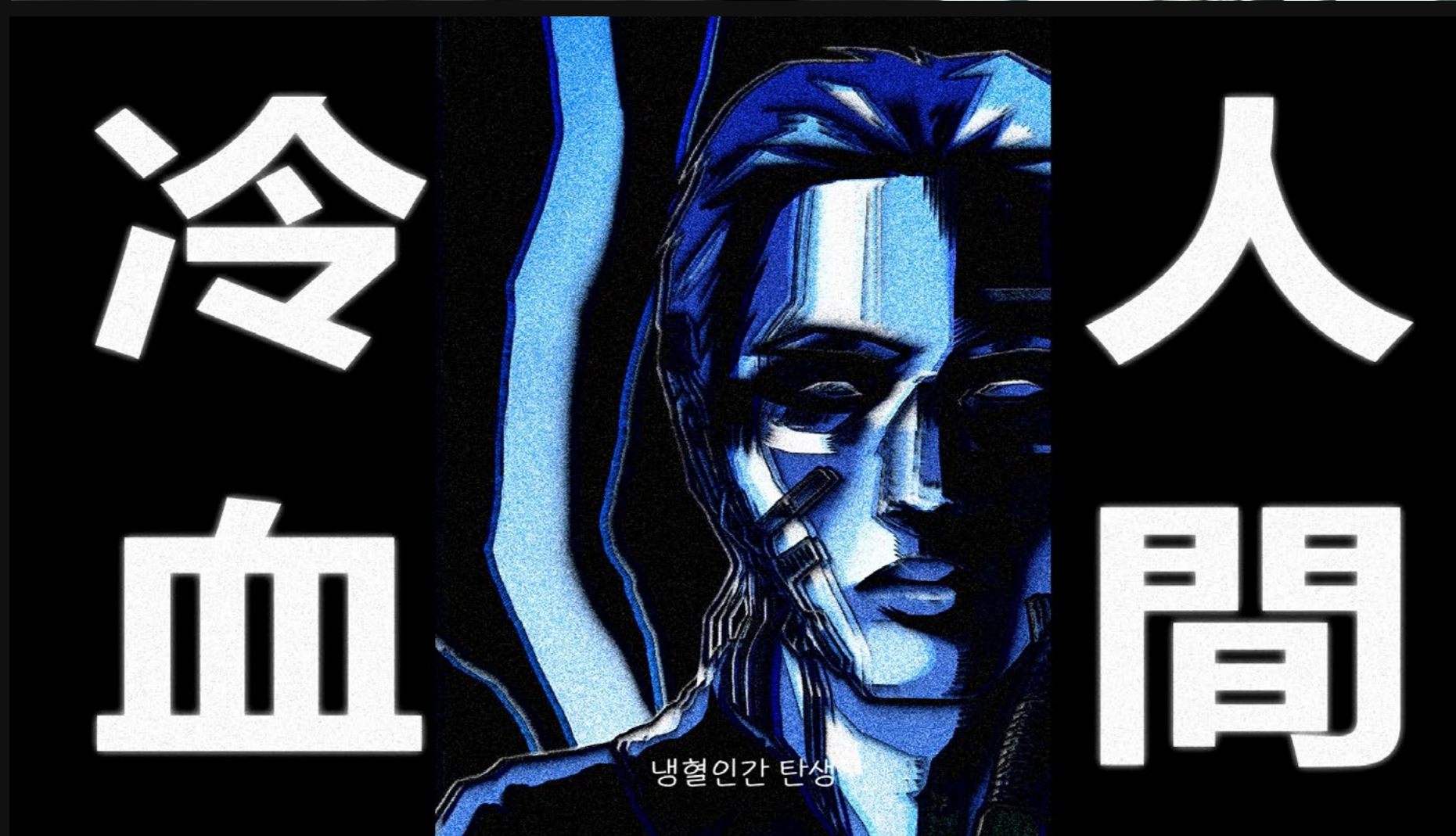
ColdBlooded is a surreal music video exploring themes of manipulation, friendship and emotional dependence.

The story follows Haru, who grows up believing that violence within friendship is normal due to his toxic relationship with his childhood friend Minjun.

One day Haru opens his heart to the people he trusts, only to have it stolen from him. While chasing them, he loses consciousness and awakens in front of a mysterious doctor who has replaced his heart with an artificial device.

The project was created as part of an advanced post-production class and combines live-action cinematography with experimental editing and visual effects.





SEOUL BREAK

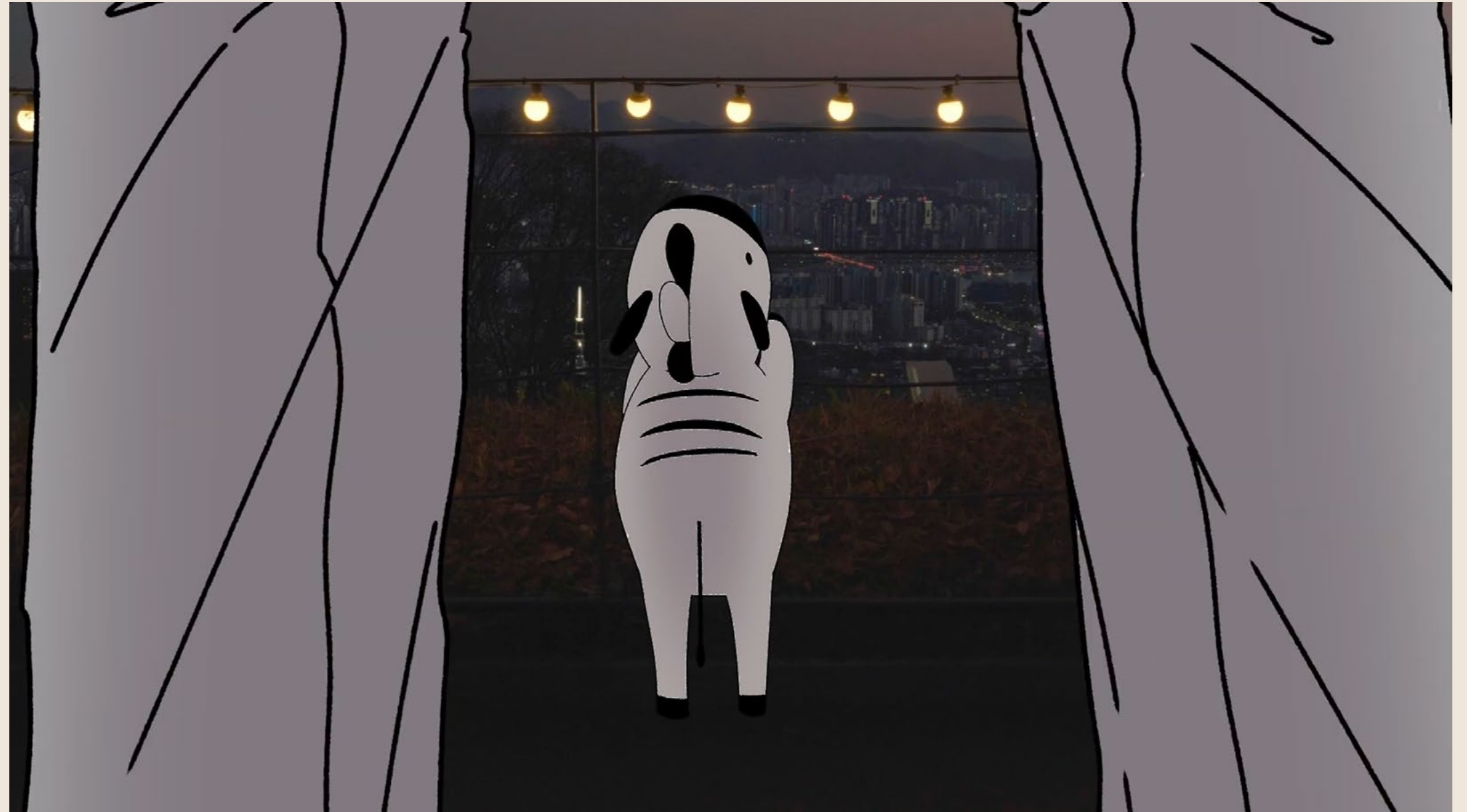
SYNOPSIS

After escaping from Seoul Grand Park Zoo, a zebra unexpectedly finds itself wandering through the busy streets of Seoul. As police officers follow its trail across the city, the zebra continues its journey, captivated by the urban landscape around it.

Drawn to the iconic Namsan Tower, it sets out to reach the top and take in the view of Seoul from above. However, its adventure comes to an end when it is finally caught at its destination.



Group Project (5 members)
Animation,
Color correction,
Mastering – Moldogazieva Adel



MOTION DESIGN

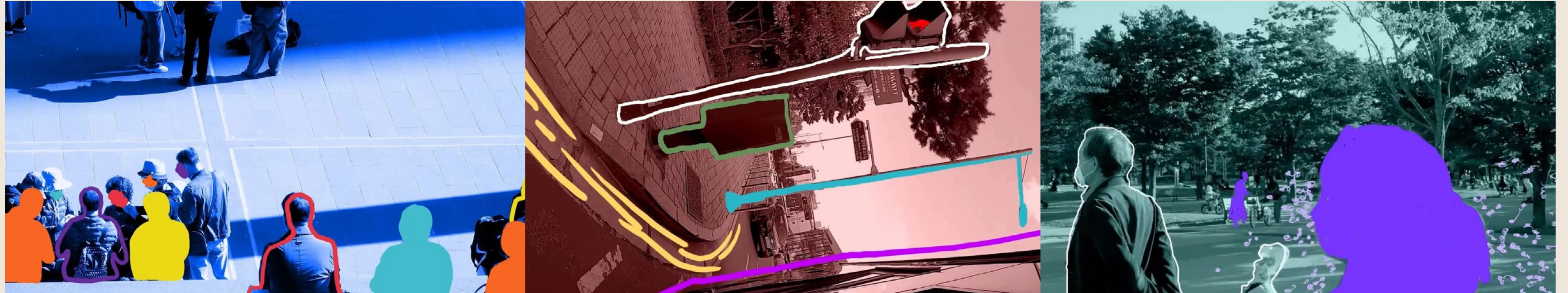
SELECTED PROJECTS

1. COLOR OF VIEW (색안경)

Documentary / Video Project | 2023

A documentary project exploring how personal perspectives and stereotypes influence the way people perceive the world.

Team project



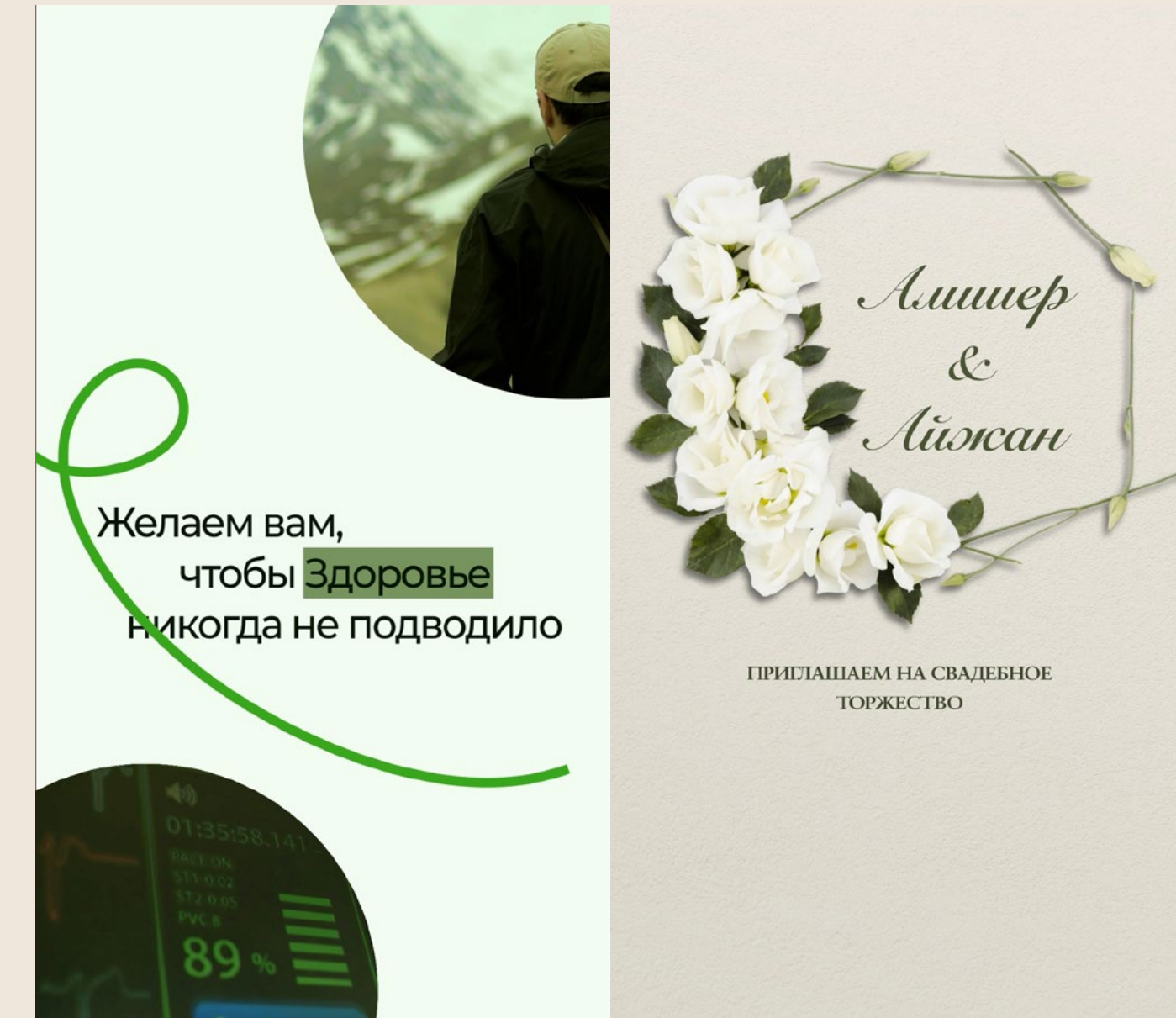
2. MANAS LOGIS

Explainer Marketing Video | 2024



3. VIDEO GREETING CARDS

Social Media Motion | 2023-2024



3D / UNREAL ENGINE

Early 3D practice focused on form, light and material studies.



Animation "Fancy Forkello" 3D Animation | 2022

Fancy Forkello is a short character animation about a fork that dreams of becoming beautiful.

While trying different transformations, the character eventually discovers that beauty is not about appearance but about self-acceptance.

The project focuses on basic animation principles, form exploration and material rendering.



NIGHTMARE IN KYRGYZSTAN Interactive Unreal Project | 2023

Nightmare in Kyrgyzstan is a small surreal interactive experience created in Unreal Engine 5.

The player must escape from monsters in a dreamlike landscape, moving through unsettling environments before finally reaching a safe and warm yurt.



AI & EXPERIMENTAL

AI-ASSISTED VISUAL DEVELOPMENT

Tools — Midjourney, Kling AI, Luma AI, Sora AI
Usage — Concept art, pre-visualisation,
style exploration

FISH ON LAND

AI Experimental Animation | 2024

Fish on Land is an experimental animation exploring surreal transformation and displacement.

The project was developed using AI-assisted tools for visual exploration, combining generated imagery with motion design techniques.



WORK EXPERIENCE & CONTACT

WORK EXPERIENCE

AKSAI TRAVEL

Tourism Agency Intern
Duration – 1 month

Key responsibilities

- Assisted with daily operations of a travel agency
- Learned basic workflow of tourism services and client communication
- Supported preparation of travel information and documentation

SAAUT / ADAMAR GROUP

Motion Designer (Editing + Motion Support)
Duration – 2 months

Key responsibilities

- Motion graphics and animation support for marketing content
- Video editing and compositing
- Visual asset preparation for digital campaigns
- Collaboration with design and production teams

EDUCATION

Kookmin University
Entertainment Design (ENTD)
Bachelor's Degree

CONTACTS

[Email – nivalous@gmail.com](mailto:nivalous@gmail.com)
[Telegram – @amojnonenado](https://t.me/amojnonenado)
[YouTube – Nival Yoki \(Niveous\)](https://www.youtube.com/channel/UCNiveous)
Location – Seoul / Bishkek

SOFTWARE

After Effects
DaVinci Resolve
Unreal Engine
Autodesk Maya
Adobe Creative Suite
Midjourney
Kling AI
Luma AI



WHY I MAKE IMAGES

I make images to understand memory, place and the feeling of being between worlds.

Growing up between different countries and cultures shaped the way I see stories and landscapes. Through film, animation and visual experimentation I explore how personal memories and cultural narratives shape our perception of reality.

For me, making images is a way of searching for connection – between people, places and the idea of home.

