# YERLEN BUKESHEV

Creative and Engineering Portfolio.

**Read before observing.**

■ This document contains works and projects from different fields, ranging from art to software development. I strongly encourage you to contact me regarding any demos.

■ Demonstrations are available to anyone upon request. You can contact me using the link on the last page.

■ You can request more work examples by filling out the same form.

# WEB DEVELOPMENT AND DESIGN
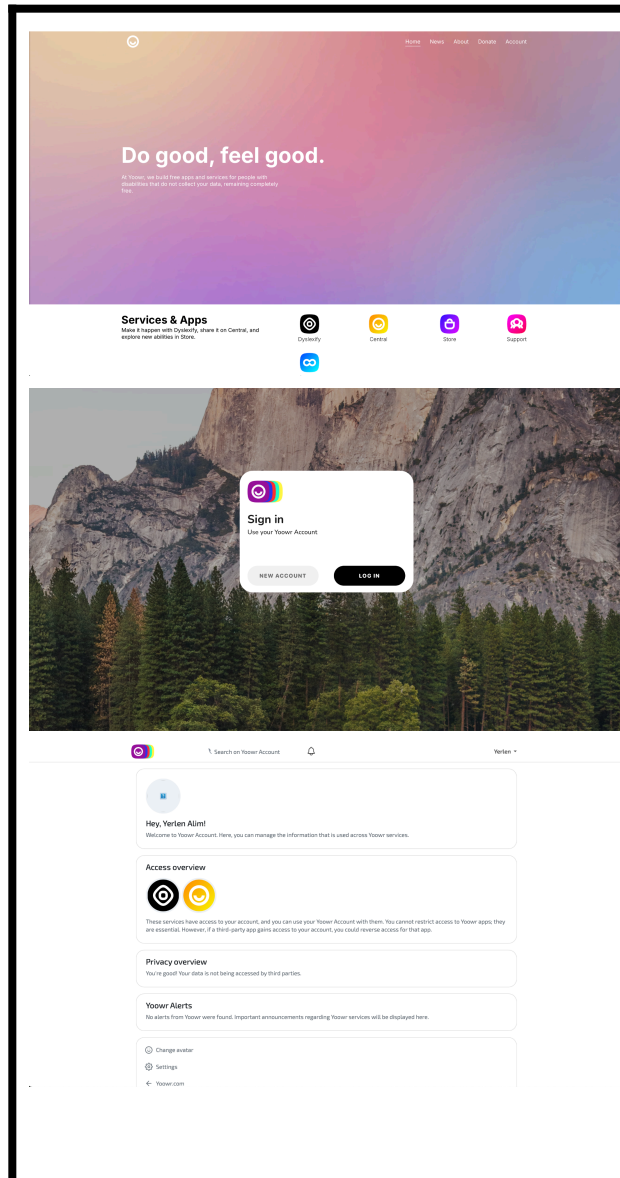


## Yoowr's Web Ecosystem

For my health-tech startup, I've crafted a web ecosystem, to ensure easy access to personal information anywhere. (See "App Development for Yoowr's apps").

The main website contains information about apps, short presentations, and useful links, like Yoowr Support, Yoowr Community, and Yoowr Account. People can manage their health, personal, and social information in the apps, or on the web. It is user-friendly, and uses a design similar to Yoowr Apps themselves, to ensure a smooth transition between the website and apps.

Link: *Still under the development*
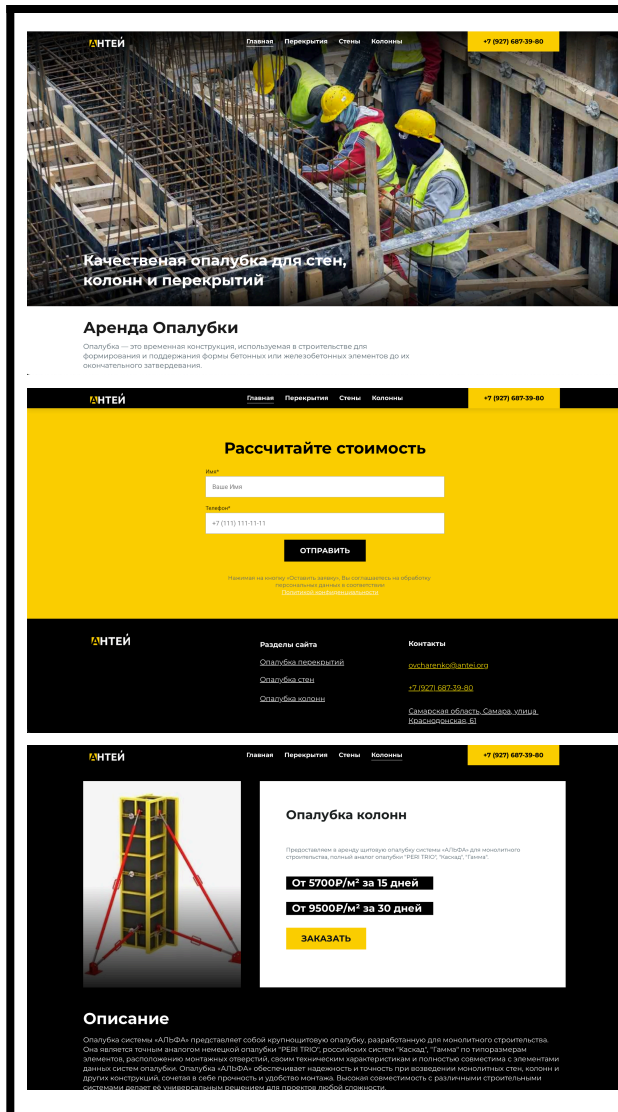
## Antei Website

In a team, I have designed and developed a construction formwork renting business website to showcase three categories of formwork: wall, floor, and column-where customers can interact quite smoothly via smooth calls, emails, and contact forms on the website. The website is commended as clean in design and user-friendly while navigating.

It met 100% of the client's requests.

Link: https://antei-opalubka.org/ (Russian)
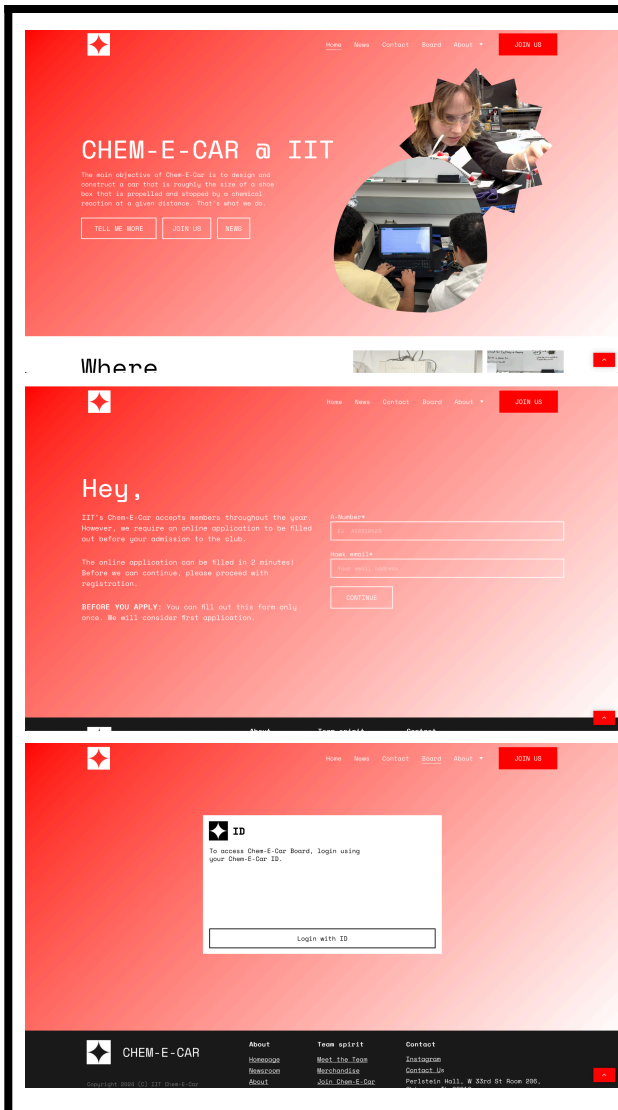
## IIT Chem-E-Car Website

Assisted in the design and development of the official website for the CHEM-E-CAR Club at Illinois Institute of Technology, featuring a responsive and visually appealing layout. The site smooths out access to information about joining the club, team updates, and upcoming events, fostering greater connectivity among members and promoting the club's activities to a wider audience. It has a unique account system, which is called Chem-e-car ID for the security of the files and communication among the team.
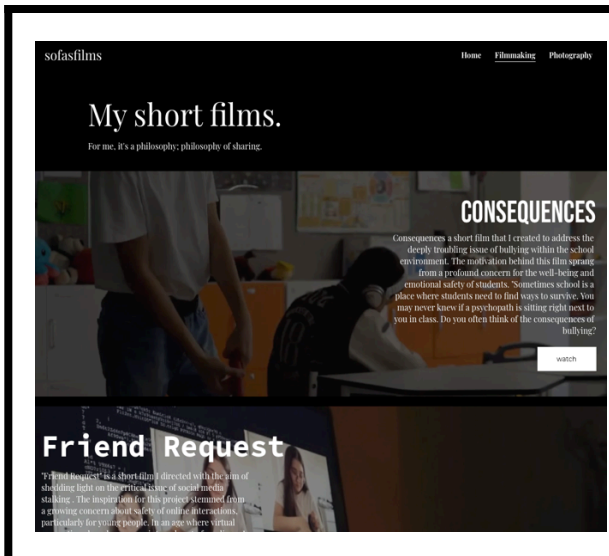
Link: https://chemecar.me.
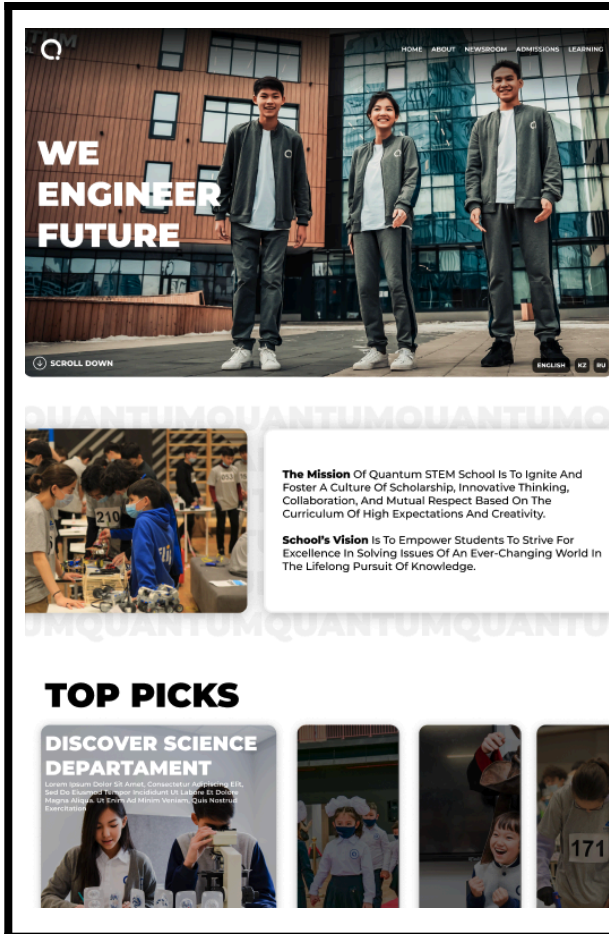
## Quantum STEM Website

I crafted a straightforward design for my school website's initial prototype. It is simple, yet informative.

It is user-friendly, and has an API connection to the school's Instagram page, personal login, admissions and aid portal, and much more! Even though the school did not use it, I'm proud of my work.
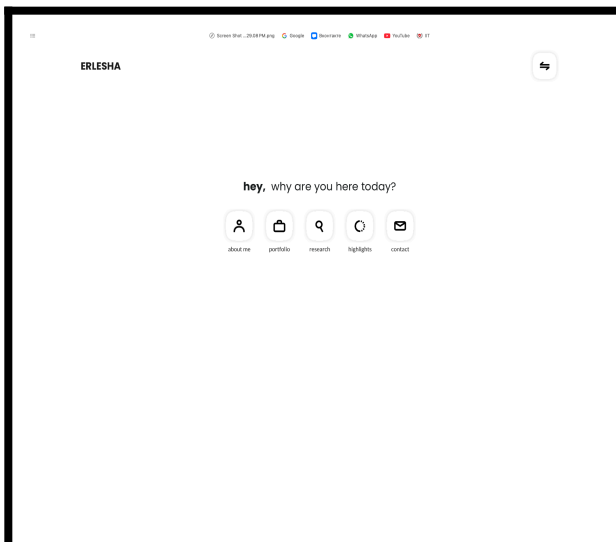


## Sofasfilms Website

This website was made by me for a filmmaker. In 2023, I had a personal challenge to create 20 websites for inspiring, rising people and small businesses. And Sofia was one of those people. It's designed like Netflix, to outline her passion for filmmaking.

## Tymur.Me Website

This website was made by me for a photographer. In 2025, I have continued my challenge to create a website for rising people and small businesses. And Tymur, again, was one of those people.

Link: https://tymur.me/

Tymur Seidaliiev

Capturing the moment

About me    View portfolio    Contact

### About me

Hi, I am Tymur! Photograph beginner who strives to capture the most vivid moments of your life. I open new horizons in
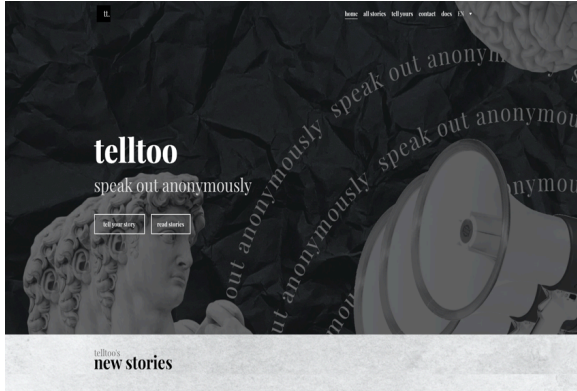
## Personal Website

My website is the place where people can see my latest work, contact me, or just experience great web design 🙂

Icons, design, code – everything was crafted by me.

*Link: https://erlesha.com/*

ERLESHA

**hey,** why are you here today?

about me    portfolio    research    highlights    contact

## Telltoo Quantum Website

TellToo Quantum is an anonymous storytelling web app designed for Quantum STEM teachers and students. There, people share their anonymous stories about everything – bullying, education – to raise awareness about serious topics at school.

*Link: Only available in Quantum STEM Network, ask for a demo.*



## "BookSquare.kz" Online store
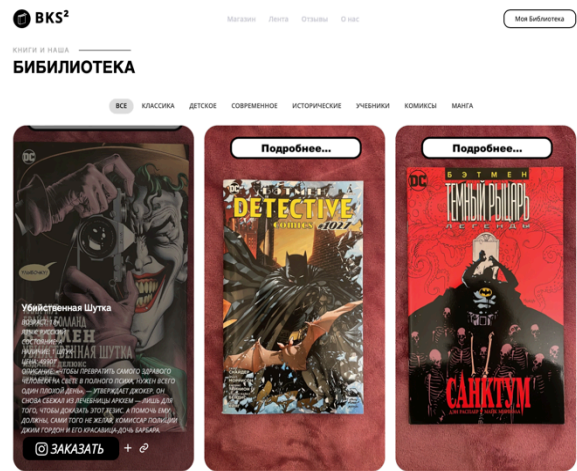
BookSquare was a bookstore, that donated 10% from each purchase to charity. I've designed a website, where people can buy and track their orders. Also, it features a loyalty system, where people get points for every purchase, and can use them on their next purchase.

*Link: Not available*

# GAME DEVELOPMENT AND DESIGN
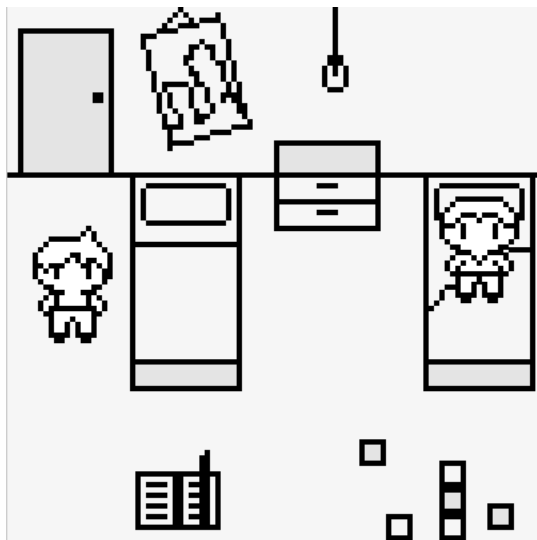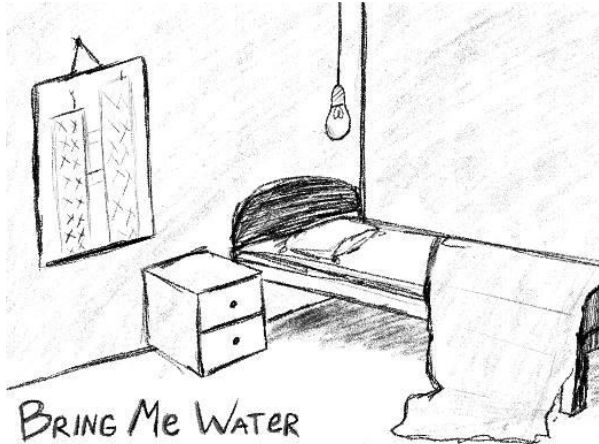


BRING ME WATER



**"Bring Me Water"**

This is a game about domestic violence, which is made on the Greenfoot game engine using Java programming language. Art and almost all the soundtracks were made by me.

In the game, you play as Liam's older brother, who has cancer. Liam asks for some water. You go to the kitchen, get some water... and come to your senses. Thinking that Liam is loved more by your parents, you remember everything – your parents' conversations, the hospital. By the end of the game, it turns out that Liam has been dead for a long time. You realize that your parents paid more attention to him because of his illness. Remembering all the good times, you see Liam off on his last day without bringing him any water.

*Link:*
*https://www.greenfoot.org/scenarios/32604 (Chrome Only, and a bit laggy 😣)*

**"Cuties",** *coming soon(-ish)*

"Cuties: Your Computer Love" is an adorable game about cute girls living in your computer and helping you with your daily routine on LarisaOS by Intercon. Or... the game unveil the secret of a big company called "Intercon"?

You're preparing for the Intercon International Games Tournament, and the girls are excited to assist you by playing mini-games together! As you perform well in the mini-games, the girls will develop a crush on you and might invite you on some adventures in the delightful open-world game, "Dreamworld." Explore "Dreamworld" together and deepen your bond with these adorable cuties!

*Link:*
*https://elisionn.itch.io/cuties*
*(itch.io, trailer only)*

# APP DEVELOPMENT AND UIX

## Dyslexify – Yoowr App

Dyslexify is an app for dyslexic people. It's stylish, yet powerful.

It features scanning for menus and books, changing fonts in VR/AR, Text-To-Speech in different languages, and a special browser for dyslexics.

It is just like Grammarly, but free. It has an AI feature to fix or summarize the text, read it out loud, and more. More than that, people can also post their own stories about dyslexia, read dyslexia-related news, and more. The "Eye" button activates scanning for static text (books, menus, etc), and "more" reveals more functions.

It also features a Dyslexic browser. You can change fonts, read text out loud (text-to-speech), summarize text on the page, and more.
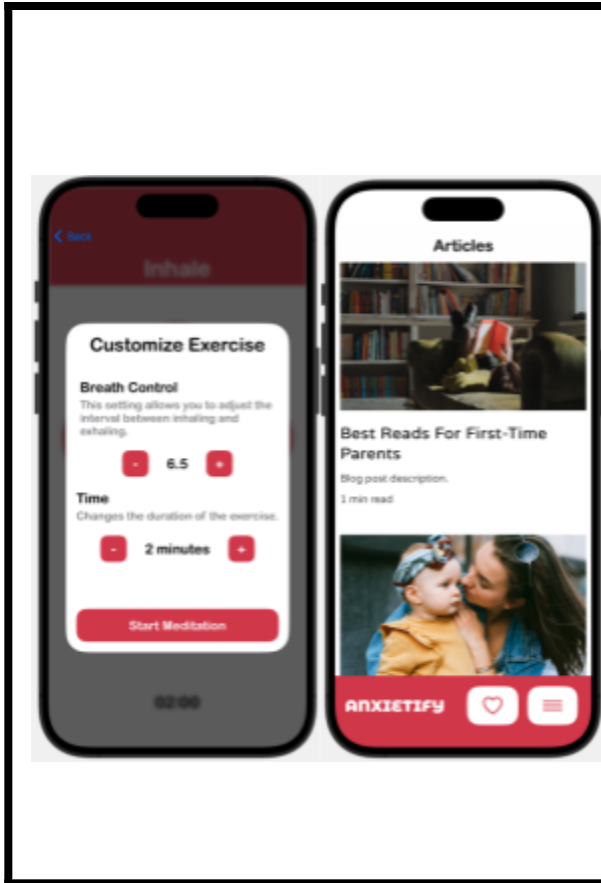
## Anxietify – Yoowr App

Anxietify is an app for people with anxiety. It features several functions, like Meditations, Medication Reminders, Free Calls with a Psychologist, and more.

People can post their own stories about anxiety, read anxiety-related news, and more. The "Heart" button activates meditation, and "more" reveals more functions. The app will remember your meditation settings and recommend new meditations every day.
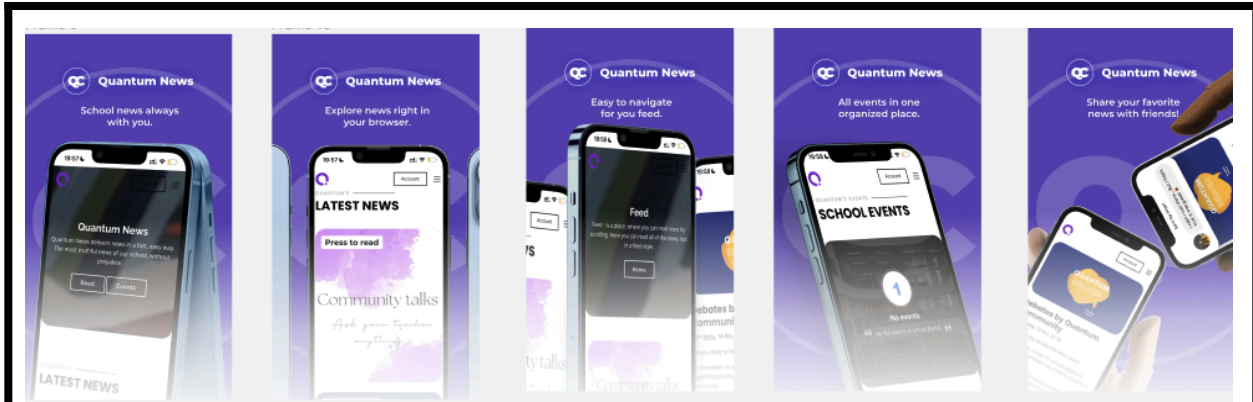
## Quantum News

The app I've developed for my school's newspaper. Features:

- Live events – updated every day. Seeking for a club to join? You can see all the live meetings there.

- "For You" page. Like TikTok. Recommended new with AI summary.

- "Share by shakin'!" It is a feature that allows people nearby to share the news quickly. People could shake or bump their phones to share the article (similar to AirDrop).
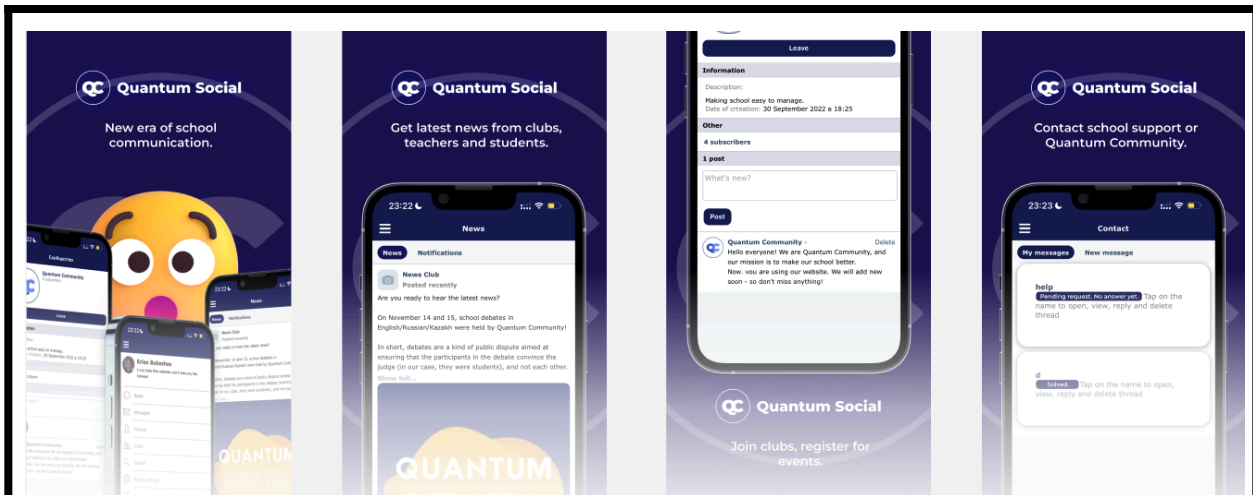
## Quantum Social

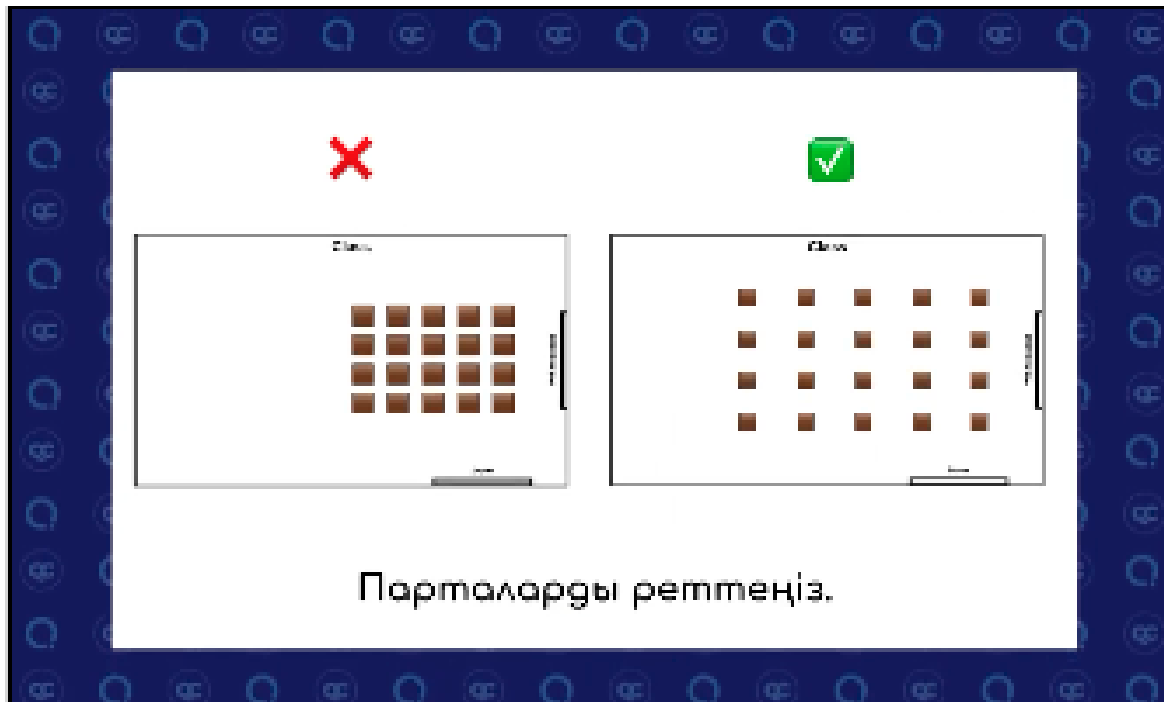The social media app for my school within my school-spirit organization – Quantum Community. There, people can:
- Create and promote their clubs with just a simple click.
- Join the clubs by just clicking. There is no need to search for a club president.
- Ask for help with homework.
- Create posts on different topics.
- See the news via the Quantum News app's API.

# VIDEO AND MOTION



## "Exam Rules" Video for Quantum STEM (Kazakh)

My school asked me to make a video about the rules of the exam. My team and I, at Quantum Community, made a video showcasing them. 've made a motion design for this video. This video is in Kazakh, but you can still watch it to enjoy the editing.

*Link:*
*https://www.instagram.com/reel/CmUDff_oHiC/?utm_source=ig_web_button_share_sheet*

**"Quantum Talks!" Interview with Teachers**

A "Quantum Talk" with our AP Chemistry teacher. Quantum Talks are video interviews with teachers, which help students see teachers not only as educators but also as people with aspirations and dreams. I edited the video, wrote the script, and composed original music for it.

*Link:*
*https://www.instagram.com/reel/ClUAI48Id-2/?utm_source=ig_web_button_share_sheet*

## iTeacher Python

iTeacher Python was designed to enable hands-on experience for students in engineering. I knew that education should always be delivered in real time and life.

iTeacher works as a simple drawing robot, but it can be repurposed with LEGO (on the top). Penholder is also located on top. Robot comes with two replaceable wheels, and it can be recoded using proprietary IDE (iTeacher IDE).

5 robots are being used in Quantum STEM, and 10 were donated to low-income public schools. Robot sizes: 12cm·12cm·8cm.

## Freddy Fazbear from FNAF in real life

Freddy Fazbear is a character from a horror video game called FNAF, made by Scott Cawthon. I've remade Freddy's head in real life using Arduino technology.

It features a microphone, translates speech into text, and answers questions simple pre-recorded phases. It can speak using text-to-speech technology.

Microphone is hidden in head, just like speaker.

# BRANDING AND GRAPHICS
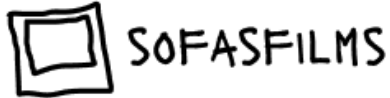
## Sofasfilms



The logo I've made for a filmmaker. I've made it for free as a part of my "Erlesha for Design" program.

The logo represents her ability to capture the "live emotions" of actors through "shaky lines" and "shaky font".

## Koshka v Lukoshke



Logo for a non-profit pet care and pet hotel.

I've made it for free as a part of my "Erlesha for Design" program (2021–2023), where I made logos for small businesses.

## Personal Logo

My logo. Features "squircle" (a shape intermediate between a square and a circle) as its primary shape. Squircle is defined by its mathematical formula, discovered by Gabriel Lamé. It shows my love for math, design, and software engineering.
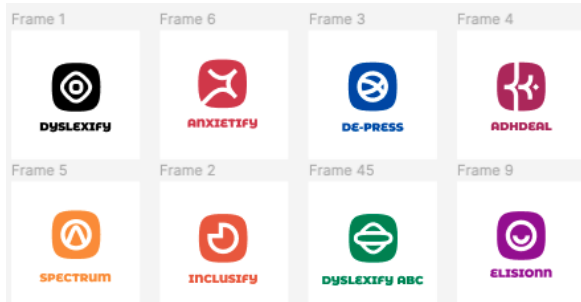


## Yoowr Logos

All logos, and planned apps, of Yoowr. *Meanings:*
*Dyslexify – Eye;*
*Anxietify – Pressure;*
*DePress – Change in mood;*
*ADHDeal – Doing too much at the same time, going from one task to another;*
*Spectrum – Different view;*
*Inclusify – Carriage for people with special needs;*
*Dyslexify ABC – Learning through playing. (app for teaching kids with dyslexia);*
*Elisionn – System of accounts for these apps (now Yoowr Account)*.

## Normal People

Logo for a podcast called "Normal People".

Shows that all people are normal, and every abnormality is normal. And that every abnormality unites people. Russian letter "Л" in the logo represents the Chinese hieroglyph "ren," which means "person."

## Qyzyq

Qyzyq is a small clothing brand with its showroom in Astana. Logotype features national carving since this brand specializes in national clothing.

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890

## SBSans

Font for one of my games that is not ready to be announced yet :)

# ART



## The Man in The Shadow

This artwork reflects the struggle to be heard amid society's selective attention. It highlights the idea that despite our efforts, recognition often evades us. The spotlight's glow favors certain voices, leaving others in the shadows.

It serves as a poignant commentary on the disparity in attention and acknowledgment, emphasizing the challenge of breaking through the noise to ensure all voices resonate and matter.



## Ka-ra-te

It's just a simple artwork. I made it in my free time during the break at school – and I love it. No meaning behind it, really.

## Rock

My friend and I took the "5-minute all-you-see" challenge at Starbucks. Armed with watercolor and eyeliner, I spotted a man at the adjacent table. In a swift five-minute frenzy, I sketched him. I knew he was a Rock n' Roll band member. The strokes captured his essence, the ambiance, and the coffee shop chatter.

Watercolor merged with the eyeliner's bold lines, creating a spontaneous masterpiece. The Challenge not only unfolded a hidden talent but also revealed the unexpected rockstar vibe lingering in the everyday scene of a Starbucks encounter. Art, like life, sometimes surprises in the most unassuming places.

## Say no

of his world due to addiction. The piece aims to promote a healthy lifestyle in the community by highlighting the harmful effects of drugs, nicotine, and alcohol. The man in the artwork perceives the world differently, symbolizing the distorted reality that addiction can create. Through simple yet impactful imagery, the artist encourages viewers to reflect on the consequences of unhealthy choices and inspire positive change in their lives.

# MUSIC

| | |
|---|---|
| **Eh, Sorry** | This music was written by me for a friend's project - a regular mini-game / visual novel. In this song, I convey the emotions of the characters in sad moments.<br><br>*Link:*<br>*https://drive.google.com/file/d/1obF8dOgCgqouf1pM4lxRWHRwP1RDSxxt/view?usp=share_link* |
| **Love before me!** | Just a simple, jazzy piece of music. Composed for a game trailer.<br><br>*Link:*<br>*https://drive.google.com/file/d/1sbGHb3w4y738EhykJOoaeqRT6oZtMOvx/view?usp=share_link* |
| **DD/MM/2000** | This piece of music was created when I was obsessed with the idea of "Y2K problem". 8-BIT style, like old-fashioned Nintendo games, outlines the "technological progress" over the years.<br><br>*Link:*<br>*https://drive.google.com/file/d/1qmugiUptc5IkaP_l4WAfsV6XcJ1tUNjB/view?usp=share_link* |

| | |
|---|---|
| **Cuties!** | This is the soundtrack I've composed for my other game. Yet, it's still being used in my other games as an easter-egg.<br><br>*Link:*<br>*https://drive.google.com/file/d/1OYrK1X7bTgmOsXJl_tGkUddsxj8xtfwr/view?usp=share_link* |
| **Feelings** | This OST (Original Soundtrack) was composed by me for my game too, just like the "Cuties!". It is being used in emotional cutscenes throughout the game.<br><br>*Link:*<br>*https://drive.google.com/file/d/1Q2Wl-hlq-bg6hH8-FjjuvVPR_ZPPihiS/view?usp=share_link* |
| **Talk! Chloe/Liza/Naru/Miko** | **"Talk! Chloe/Liza/Naru/Miko"**<br><br>This soundtrack was composed by me for my game too, just like the "Cuties!". In the game, the character changes every in-game day. So, the soundtrack does that too. Each soundtrack represents the charisma of the respective character. Also, these soundtracks were designed to crossfade.<br><br>*Links:* |

| | |
|---|---|
| | *Talk! Chloe:* <br> *https://drive.google.com/file/d/1a7KHn8dIGpQVTENTEuGDK-3jrFsnhQkt/view?usp=share_link* <br> *Talk! Naru:* <br> *https://drive.google.com/file/d/1znsbCTXg2sY-LPy-D-oJMHy-y3qrB2x2/view?usp=share_link* <br> *Talk! Liza:* <br> *https://drive.google.com/file/d/1Ooh6oiCUkuXl_p9fCOOFVC7TSA1icfdL/view?usp=share_link* <br> *Talk! Miko:* <br> *https://drive.google.com/file/d/1GFig8qPojWhJaztvrVSYTbG9a6A6MTET/view?usp=share_link* |
| **Exotic Drums** | This piece of music was made for a contest at my school. I was given a task to create an example electronic music. <br><br> *Link:* <br> *https://drive.google.com/file/d/1j7cbjXf5L1Qoj1lUphrJ2_3uPWjNghap/view?usp=share_link* |
| **Japan 90s** | This piece of music was inspired by Japanese pop of 80-90s, and other famous Asian artists of the time like Miki Matsubara. <br><br> *Link:* <br> *https://drive.google.com/file/d/1iYLadJNDeidPSfNZmziNsUhd8ZNDw92B/view?usp=share_link* |

| | |
|---|---|
| **Creepy** | This piece of music is my first attempt of making a soundtrack for a horror game. Now, it's being used in "CatosVR" game.<br><br>*Link: https://drive.google.com/file/d/1C1bqbbhHAu4wdKAOqxqM7uo4sUnO-EQz/view?usp=share_link* |
| **Synthwave** | This piece music was created just for fun. I was trying to find myself in new music genres.<br><br>*Link: https://drive.google.com/file/d/1SNKL8HIwN6pJWLPGp81L8cHK9_CJnIVC/view?usp=share_link* |

# DEMO INFORMATION

You can request demos for the projects without links. All projects are available for demo. Contact me using my website. Please include "*DEMO REQUEST*" in your message.

**Contact form: https://erlesha.com/contact**