

## ALEKSANDRA FERENTC (Alexandra Ferents)

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### EDUCATION

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**Ringling College of Art and Design**, Sarasota, FL,  
B.F.A. August 2017 – May  
2021 Major: Computer  
Animation.

**Vancouver Film School**,  
Canada, Vancouver, October  
2015 – October 2016,  
Completed Animation Concept  
art program as one of the 5 best  
students by grades.

### ANIMATION AND VISUAL DEVELOPMENT EXPERIENCE

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**Computer Animator**, Ringling College of Art & Design, Sarasota, FL, September 2018 - May 2021

As part of an upper-level course, produced 15-second scenes to demonstrate weight, force, character emotion and story:

- Created story, thumbnails, and storyboards for the animation short.
- Designed characters and environments, planned animation with thumbnails, painted color-keys for better planning of lights and colors in the scene.
- Filmed references for the better understanding of the timing, posing, and animation for the characters.
- Modeled and textured characters, environments, and props, lit scenes, animated pose-to-pose, recorded sounds, put together the scene for the final render.

**Story Artist**, Ringling College of Art & Design, Sarasota, FL, September 2018 - February 2020

As part of an upper-level course, worked under time-sensitive deadlines to develop 45 seconds stories for animation:

- With supporting visuals, pitched ideas to class; brainstormed with the classmates to find the best solution. Filmed exercises as a reference to enhance emotional moments in each story.
- Developed storyboards based on video reference and class critique, edited boards into animatic with recorded sound.

**Character Design Artist**, Infographica Studio (TV Series), digital artist, November 2019 - January 2020.

- Created visual concepts of characters, turnarounds, character expressions for the animated series following the tasks by the Art Director.

**Digital Artist**, Group Company AK-service (Supplier of In-Flight products), digital artist, October 2015 - August 2017.

- Created visual concepts of characters, environment and layout designs for children books and suites for In-Flight products using digital art skills and Adobe Photoshop.
- Brainstormed with the design team about the design choices.

**Visual Development artist**, Vancouver Film School, Canada, Vancouver, October 2015 – October 2016.

As part of an upper-level visual development course, worked under tough deadlines on several visual art projects.

- Designed props and vehicles, environments and locations following the given brief.
- Pitched visual ideas for the final project, fully designed characters, turnarounds, expressions, poses, color-keys, key arts, character's props and project environments using my digital art skills in Adobe Photoshop and modeling skills in Autodesk Maya and Zbrush.
- Composed all the visuals together for the final project presentation.

**Story Artist**, Vancouver Film School, Canada, Vancouver, October 2015 – October 2016.

As part of an upper-level visual development course, worked under deadlines to develop stories for an animation series.

- Worked with a team on a storyboard and animatic for the full episode of an animation TV-series following the real script and using recordings of the voice actors.

**Creator, Story Artist, Digital Artist** “*Wind Rose*”, February 2017- Present

- Created 8 chapters of the full-color webcomic with about 25-75 pages in each chapter.
- Storyboarded and created thumbnails for each page, painted characters, and backgrounds, formatted each page to fit the Web format for convenient reading on every device.
- Webcomic “Wind Rose” appeared on the front page of the publisher website several times.
- For the April 2021, more than 248,005 read “Wind Rose” with 2-3 updates every month.

### PERSONAL

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Advanced proficiency of Adobe Photoshop, Autodesk Maya, Zbrush, Adobe Premier, Substance painter, Clip Studio Paint, ToonBoom Harmony, Mac, PC, Microsoft Word, Excel, PowerPoint, Gmail, Keynote. Fluent in Russian. Intermediate level in German and French. Working proficiency of After Effects, HTML, and CSS.

Freelance comic artist and creator. Member of theatrical group «White crowd» for 8 years in the German theater group. Participated in 19 performances and 18 theater festivals, 8 international. Many performances played major roles.