

EDUCATION

**RINGLING
COLLEGE OF
ART AND
DESIGN**

Sarasota, FL,
B.F.A. August 2017 – May 2021
Major: Computer Animation. With
honors.

**VANCOUVER
FILM
SCHOOL**

Canada, Vancouver, October
2015 – October 2016,
Animation Concept art program

EXPERIENCE

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.

CREATOR, DIRECTOR

Animation short "THE ELEVATED GROUND", August 2020 - May 2021

As a student of the Ringling College of Art and Design created an animation short thesis.

- Created all the parts of the animation production pipeline like storyboarding, visual development, modeling and texturing, animation production, lighting and rendering.
- Animation short won an Award in "Sweden Film Awards" festival and became a Finalist in "Vancouver Independent Film Festival"

DIGITAL ARTIST

Infographica Studio, 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.

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.

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 252,005 read "Wind Rose" with 2-3 updates every month.

SKILLS

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.