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OBJECTIVE

To obtain a 2D or 3D Graphic Artist position in the field of animation filmmaking or video game and multimedia production where I can incorporate my love and inspiration for fine art with the use of technology.

PROFILE

Many years of experience working on big variety of projects ranging from 2D or 3D design to fine art involving different types of media: computer graphics and web design, storyboarding, as well as acrylics, oil, and watercolor painting, figurative drawings. Capable of generating creative ideas from scratch and translating them into quality production. Dedicated; committed to get quick results with professional quality. Strong "can do" attitude. Good team player.

SKILLS

2D:

Outstanding skills in traditional drawing / painting / sketching based on the background from a prestigious art school as well as years of professional experience

Concept design of characters and environments

Storyboarding

Freehand Wacom drawing

Web, application, poster and logo graphic design

3D:

Modeling and animation of characters/objects/environments

UV editing, texture painting for characters/props/environments

SOFTWARE TOOLS:

In-depth knowledge of Adobe Photoshop, Adobe Illustrator, Adobe Premiere,

Proficient in Adobe Dreamweaver, Front Page, CorelDRAW, StitcherUnlimited

Expert in 3DS MAX, Maya, Animatek's World Builder.

OS AND PLATFORMS:

Windows NT/2000/XP, PS2, PSX, Xbox, GameCube, Dreamcast, PC.

LANGUAGES:

English/Russian

EXPERIENCE

GRAPHICS DESIGNER, RESTAURANT BROTHERS (FOUNDER) , SAN FRANCISCO, CA — 2007-PRESENT

Graphic design of web sites for 40+ clients. Design of publishing materials: CD/DVD covers; brochures etc. Layout, look and feel; unique logo design; 360 virtual tours; photo sessions; image creation and editing. Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Adobe Dreamweaver, Front Page, CorelDRAW, StitcherUnlimited.

ART DIRECTOR, MULTIPROM , MOSCOW, RUSSIA — 2008-2009

Lead a team of 10 artists for animation series project for Russian TV channel 1. Responsible for defining the concept of character design; storyboarding; demo recording; review of the work; personnel training and coaching.

ARTIST, HERITAGE FOUNDATION, WASHINGTON, DC — 2006-2007

Freelance Artist. Commission portraits (oil on canvas)

CONCEPTUAL ARTIST, CNF ANIMATION STUDIO, MOSCOW, RUSSIA— 2005-2006

Generated concept art, designed and modeled characters and environments, storyboards, movie title appearance, and advertising materials for TATU music video clip and feature animation movie "Belka&Strelka star dogs". Adobe Photoshop, Wacom tablet

SENIOR ARTIST, PIRATES GAMES, SAN FRANCISCO, CA — 2004-2005

Worked on Yeti Sports Arctic video game. Modeled and textured 3D environments for the Xbox, PC, and PS2 Eyetoy using 3DS MAX, Adobe Photoshop.

CONCEPT ARTIST, CG ANIMATION STUDIOS — 2003-2004

Defined concept art, designed characters and environments, created storyboards for feature animation movies "Frog's paradise" and "Kin dza-dza". Adobe Photoshop, Wacom tablet

SENIOR ARTIST, 3DO, REDWOOD CITY, CA — 2002-2003

Worked on "Jacked" video game. Modeled and textured 3D environments and special effects for Rocky Mountains and Desert Canyon levels using 3DS MAX, Adobe Photoshop.

LEAD ARTIST, BLUE PLANET SOFTWARE, SAN FRANCISCO, CA — 1999-2002

Designed and created the Ice World and Mountain World for Tetris Worlds, responsible for all world geometry and animations. Designed and developed all in-game menus art using 3DS MAX, Adobe Photoshop, Adobe Premiere. Designed and created the games intro and end game movies using 3DS MAX, Adobe Photoshop, Adobe Premiere.

Created all in-game animations using 3DS MAX, Adobe Photoshop, Adobe Premiere. Created all in-game background using Adobe Photoshop. "The Next Tetris": (Dreamcast) Lead Artist Designed and developed all in-game menus art using 3DS MAX, Adobe Photoshop, Adobe Premiere. Created all in-game animations using 3DS MAX.

EDUCATION

Stroganov Academy of Art and Design, Moscow, Russia — MFA in Painting, 1996

Art College (by Savitskiy), Penza, Russia — BFA in Illustration, 1988

Art School, Penza, Russia — Painting, Drawing, Sculpture, 1984

REFERRALS

Portfolio available on my web site: www.slavaart.com. References available upon request