

ANASTASIA RYKOVA

3D ARTIST / VISUAL DEVELOPMENT ARTIST

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EDUCATION

**Ringling College
of Art and Design
2019 - 2023**

B.F.A.
Computer Animation
& Business Minor

SKILLS

Adobe Photoshop
Autodesk Maya
Blender
After Effects
Premiere Pro
Nuke
Procreate
Cintiq
ZBrush
Substance Painter
Traditional Sculpting
Traditional Painting
Arnold, V-Ray
Unreal Engine
Microsoft Office Suite
Gmail Suite

Have professional
experience in
both 2D and 3D

AWARDS



EXPERIENCE

Air A Med

SENIOR 3D ARTIST / CINEMATICS DESIGNER

April 2024 - Present

- Created 3D animated cinematics, promo videos, and photorealistic visualizations of medical products for the Amazon e-commerce brand "BraceAPedia"
- Modeled, textured, lit, rigged, and animated photorealistic assets from scratch for website, Meta, Amazon and Google ADs
- Collaborated with cross-functional teams, including programmers and business owners

Gasket Studios

3D ARTIST / ASSOCIATE ART DIRECTOR

June 2023 - April 2024

- Led and supervised 3D team on the studio's IP project, "LaylaBug", modelled characters
- Painted on-style illustrations and designed characters, color keys, sets, and props
- Produced orthographics, turnarounds, matte paintings, and painted textures for 3D artists
- Assisted Creative Director in developing pitch decks and key visuals for clients like Shell, Mayo Clinic, and Be the Match

3D Short Film "The Tale of Two Cruel Rulers"

3D DIRECTOR / FILMMAKER

Feb 2022 - June 2023

- Directed and created 2.5 minute 3D short film from scratch on my own
- Wrote scripts, designed and painted storytelling beats, environments and props
- Modeled, textured, created layout, animated, lit, and composited 3D scenes using Autodesk Maya, ZBrush, Substance Painter, and Nuke

Gasket Studios

FREELANCE VISDEV / 3D ARTIST

March - Dec 2025

- Designed and painted environments and props for an upcoming 10-minute CG animated commercial short for the client, Minnesota University
- Assisted with modeling and texturing

"The Box Assassin" TV Animated Series

FREELANCE VISDEV ARTIST

Dec 2024 - March 2025

- Designed and painted intricate interiors and exteriors for an upcoming CG animated TV series, working directly under the direction of Jeremy Schaefer

Prand Studios

ANIMATION INTERN

Jul 2020 - Sep 2020

- Designed and animated 2D and 3D stylized shots for the production of a TV advertisement using Adobe After Effects, Autodesk Maya and Photoshop; modified work from the art director's feedback

Adobe MAX Awards WINNER, 2025

Telly Awards, Silver 2024

Best of Ringling - The Tale of Two Cruel Rulers, 2023; 2021

CTN Foundation Full Scholarship Award, 2022

Women in Animation Mentorship Circle Scholarship, 2022 -2023

The Rookies - Finalist, Draft Selection, A-ranking, 2023