

# ANASTASIA RYKOVA

VISUAL DEVELOPMENT ARTIST / 3D ARTIST

<https://www.arykova.com/visdev-nda> (941) 284-4598 [anary.art@gmail.com](mailto:anary.art@gmail.com)



## EDUCATION

Ringling College  
of Art and Design  
2019 - 2023

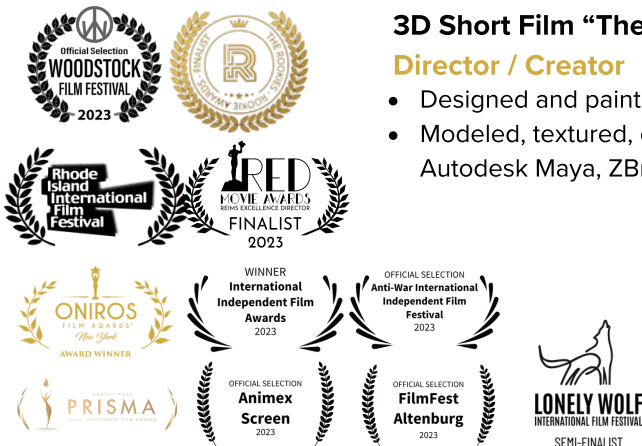
B.F.A.  
Computer Animation  
& Business Minor

## 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

Gasket Studios

Freelance VisDev Artist

March 2025 - Present

- 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

Air A Med

Full-Time 3D Artist / Cinematics Designer

April 2024 - Present

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

Gasket Studios

Full-Time VisDev / 3D Artist

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 “Into the Void” for World Health Organization

VisDev Artist / Storyboard Artist

June 2023 - Jan 2024

- Produced over 50 early character explorations, set and pitch paintings, and FXs designs
- Collaborated with Director and Story Artists, implemented feedback
- Brainstormed design and story ideas to help the team envision the overall look of the world

3D Short Film “The Tale of Two Cruel Rulers”

Director / Creator

Feb 2022 - June 2023

- Designed and painted storytelling beats, color keys, environments, props, and characters
- Modeled, textured, created layout, animated, lit, and composited 3D scenes using Autodesk Maya, ZBrush, Substance Painter, and Nuke

Adobe MAX Awards Honoree, 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