ANASTASIA RYKOVA

3D ARTIST / VISUAL DEVELOPMENT ARTIST

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EXPERIENCE

Air A Med

3D ARTIST / CINEMATICS DESIGNER   **April 2024 - Present**

- Created photorealistic 3D assets, application videos, brand films, and website visuals of medical equipment for the medical company Air A Med, helping them build their new venture - the Amazon brand, "BraceApedia"
- Modeled, textured, lit, rigged, animated and rendered photorealistic assets from scratch using reference materials
- Converted 3D CAD manufacturing files into 3D rendering programs such as Maya, Blender, and Substance Painter
- 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 and assets
- 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, 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, color keys, environments, props, and characters
- Modeled, textured, created layout, animated, lit, and composited 3D scenes using Autodesk Maya, ZBrush, Substance Painter, and Nuke

"The Box Assassin" TV Animated Series

FREELANCE VISDEV ARTIST   **Dec 2024 - March 2025**

- Designed and painted intricate interiors and exteriors for an upcoming 3D animated TV series, working directly under the direction of Jeremy Schaefer

Prand Studios

ANIMATION INTERN   **Jul 2020 - Sep 2020**

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

EDUCATION

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

B.F.A. Computer Animation & Business Minor

SKILLS

3D Tools:
- Autodesk Maya
- Substance Painter
- Arnold, V-Ray
- ZBrush
- Blender
- Unreal Engine

- **AI Tools:** Midjourney, Gen AI, GPT Chat
- Adobe Photoshop
- After Effects
- Premiere Pro
- Procreate
- Nuke

- Microsoft Office Suite
- Gmail Suite
- Traditional Sculpting, Painting
- **Worked with 3D CAD data**

Have professional experience in both 2D and 3D