

# ANASTASIA RYKOVA

VISUAL DEVELOPMENT ARTIST / 3D ARTIST

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## EDUCATION

Ringling College  
of Art and Design  
2019 - 2023

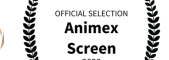
B.F.A.  
Computer Animation  
& Business Minor

## 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

#### 3D Artist / Cinematics Designer

April 2024 - Present

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

### Gasket Studios

#### VisDev / 3D Artist / Associate Art Director

June 2023 - April 2024

- Led and supervised 3D team on the "LaylaBug" project
- Painted on-style illustrations and designed characters, color keys, sets, and props
- Produced model sheets, orthographics, turnarounds, and 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 the director to explore and refine the characters' look, feel, and personality
- Proposed design and story ideas to help the team envision the overall look of the world

### Disney Live Entertainment

#### VisDev Artist / Illustrator

Jan 2023

- Selected for the Disney Live Entertainment Workshop out of more than 100 students
- Collaborated with a team of students on a demo project, experiencing the Disney Live Entertainment pipeline

### Matte Painting Mentorship, WIA

#### Women in Animation Mentee

Oct 2022 - March 2023

- Selected for the mentorship circle led by Alyssa Zarate from over 1,000 applicants.
- Created matte paintings and set designs, ranging from stylized to realistic, for bi-weekly projects using Photoshop, Autodesk Maya, and Unreal Engine

### 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

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

Hold US work permit: STEM extension