

ANASTASIA RYKOVA

VISUAL DEVELOPMENT ARTIST / CHARACTER DESIGNER

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EDUCATION

Ringling College of Art and Design
2019 - 2023

B.F.A.

Computer Animation & Business Minor

GPA: 3.7/4.00

SKILLS

Adobe Photoshop

Autodesk Maya

After Effects

Premiere Pro

Nuke

Procreate, Cintiq

Zbrush

Substance Painter

Traditional Sculpting

Traditional Painting

Arnold, Vray

Unreal Engine

Microsoft Suite

Gmail Suit

Have

professional experience in both 2D and 3D

AWARDS



EXPERIENCE

Gasket Studios

Visual Development Artist / Associate Art Director

Sep 2023 - Present

- Painted and designed on-style illustrations, characters, color keys, sets, and props
- Developed designs from concept to final presentation for commercial and TV animation
- Assisted at client meetings; reviewed notes and implemented feedback
- Built orthographics, crafted material references, mood boards, and drawovers for 3D artists

VisDev Intern

June - Sep 2023

- Generated and built visuals and storyboards for the IP project "Laylabug"
- Designed and animated 2D stylized motion graphics for social media using After Effects
- Worked closely with the Creative Director and Producer

Animated Short Film "Into the Void" for World Health Organization

Character Designer / Storyboard Artist

June 2023 - Present

- Proposed design and story ideas to the director and crew to envision the look of the world
- Created character art, pose and expression sheets, scene illustrations, and explored FX fire
- Collaborated with the director, scriptwriter, and other artists on bringing the script to life

Disney Live Entertainment Workshop

Visual Development 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

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, animated, lit, and composited 3D scenes using Autodesk Maya, ZBrush, Substance Painter, and Nuke

Women in Animation Mentorship

Women in Animation Mentee

Oct 2022 - March 2023

- Selected for the mentorship circle out of more than 1000 applicants
- Created matte paintings and set designs ranging from stylized to realistic for bi-weekly projects using Photoshop, Autodesk Maya, and Unreal Engine

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