

Anastasia Zhukova

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EDUCATION

Parsons School of Design (New York City, NY) August 2019 - May 2023

BFA Illustration | GPA: **3.98/4.0** | Honors: Dean's List

Specialization: Digital Illustration, Visual Development, Prop Design, Concept Art, Game Assets, 3D Modeling, 2D/ 3D Animation.

Notable Courses: CG 1 & 2, Digital Assets 2D & 3D, Anatomy and Perspective, Product, Promotion & Packaging, Digital Painting.

Institute Le Rosey (Rolle, Switzerland) September 2011 - June 2019

International Baccalaureate Diploma | Weighted GPA: **3.76/4.0** | **Awards:** *Academic Honor Prize (2019)*; *Enterprise Week Competition (2017)*: The final sofa design of the "[Cocoon](#)" team was chosen to be sold in Conforma shops across Switzerland.

EXPERIENCE

Concept Art Book - [Forest Society](#) September 2022 - May 2023

Visual Development / Concept Artist | New York, NY

- Illustrated a 60 page game concept art book for Senior Thesis Project - "Forest Society".
- Produced meticulously rendered character designs sheets. Painted background environments. Developed props designs and other game assets in Adobe Photoshop.
- Built visually consistent and responsive UI elements in Figma and Adobe Illustrator. Maintained style consistency between typography and other world building elements of the project. Composed the final works as a book format using InDesign.

3D Animation - [Obsidian](#); [Silent Night](#); [The Treeman](#) September 2021 - May 2022

3D Modeling and Animation | New York, NY

- Sculpted a 3D model of characters in Autodesk Maya and textured the characters in Autodesk Mudbox and Photoshop. Rigged the characters and used a mocap suit to record my own movements for the animation.
- Utilized the converted mocap file to my character and rendered out an animation. Composed the final animation in Premiere Pro and After Effects.

2D Animation - [Fanny Pack](#) April 2021 - May 2021

2D Animation, Illustration | Remote

- Planned out the storyboard for a frame-by-frame animation. Developed a character design sheet for a 2D animation - "[Fanny Pack](#)". Painted Background Environments and character movements in Procreate and Adobe Photoshop.
- Composed all the final frames in After Effects and added self-recorded sounds to enhance the final product.

ALUTECH System s.r.o June 2020 - August 2020

Intern | Czech Republic - Remote

- Developed a new advertising campaign and contributed to the development of the layout designs.
- Oversaw preparation of original layouts of advertizing materials in accordance with the technological requirements of printing production.

Freelance Illustrator | Remote

Promotional Illustration February 2022

- Produced a digital concept art illustration for an artist's social media promotion. Composed the initial idea in Procreate and produced a character design sheet. Arranged and rendered the background environment using Adobe Photoshop.

Key Art Poster June 2020

- Completed a key art poster for a Punk Rock podcast show with a turnaround time of five hours.

Social Media Stickers Design July 2019

- Sketched out initial, custom character design sticker pack in Procreate. Rendered and edited the final stickers designs in Adobe Photoshop. Converted the exported stickers into individual emoticons and stickers for WhatsApp. Turned the character into [animated GIFs](#) using Photoshop timeline tool.

SKILLS

Adobe Creative Cloud: Photoshop, Illustrator, Premiere Pro, After Effects, InDesign.

Design Tool: Clip Studio Paint, Procreate, Autodesk Maya, Autodesk Mudbox, Spark AR Studio, Figma, Mural.

Microsoft Office: Word, PowerPoint.

LANGUAGES:

Russian (Native), English (Fluent/Bilingual), French (Conversational), Korean (Beginner).