

# Iryna Kuznetsova

# 2D Artist & Animator

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## SKILLS

Character Design, Visual Development, Mock Ups, 2d Animation, Animatics.

## SOFTWARE

Photoshop, After Effects, Spine, Illustrator, Animate (Flash).

## EXPERIENCE

### **IGG Canada, Vancouver, Canada** – *2d Animator*

November 2019 – present

- Rigged and animated characters in Spine.
- Created VFX and animations for game elements in Photoshop, After Effects, Spine.
- Created fast-paced prototypes to prove gameplay, created mock-ups for game features as a reference for developers.

### **Genesis Gaming, Vancouver, Canada** – *Artist/Animator*

JULY 2016 – OCTOBER 2019

- Created VFX and animations for game elements in Photoshop, After Effects, Spine.
- Rigged and animated characters in Spine.
- Created fast-paced prototypes to prove gameplay, created mock-ups for game features as a reference for developers and pitches to clients.
- Created game concepts individually and as a part of the team.
- Worked on polishing marketing videos for games.

### **Genesis Gaming, Vancouver, Canada** – *Technical Artist*

AUGUST 2014 – JULY 2016

- Designed universal UI for the company's premium line of games.
- Created intro animations and tutorials for games.
- Assets optimization and management.

### **Freelance, Vancouver, Canada** – *Artist/Animator*

MAY 2010 – PRESENT

- Created illustrations, storyboards, character design, banners.
- Created animated banners in Adobe Animate (Flash)
- Created art, animations, and partially game design in collaboration with an engineer.

## **Animation Studio Focus, Mariupol, Ukraine – Artist**

MAY 2010 – DECEMBER 2010

- Created character design, props, storyboards, illustrations.

## **EDUCATION**

### **Priazov State Technical University – Master, Analytics**

2011–2012, MARIUPOL, UKRAINE

### **Priazov State Technical University – Bachelor, Electrical Engineering**

2007–2011, MARIUPOL, UKRAINE

## **Courses**

### RTFX

- 2d VFX

### SCHOOLISM

- Gesture Drawing
- Environment Design

### MOGRAPHMENTOR

- Classical Animation Workflow and Techniques

### PROJECTOR

- Visual Storytelling

### CALARTS (online)

- Introduction to Typography, with certificate

### EMILY CARR UNIVERSITY

- Illustration For Children's Books
- Commercial Illustration