

Iryna Kuznetsova

2d Designer

SKILLS

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

SOFTWARE

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

EXPERIENCE

Rogueharbour Games, Vancouver, Canada – *Artist*

February 2022 – June 2022

- Colored characters and backgrounds for the existing mobile game, matching style and contributing to the game universe.
- Working on game concepts for new games and developing unique art style.

Kidoz Inc, Vancouver, Canada – *Art Director*

September 2020 – November 2021

- Created art assets, animations and VFX for playable ads for various kids brands (Crayola, Lego, Playmobile Zoo, MonsterJam, Present Pets, etc)
- Created mock-ups for client pitches (Minions movie, American Girl, etc).

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

November 2019 – September 2020

- 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

Tatiana Bolotnova's 2d animation course

- 2d animation

Armand Serrano's Visual Development Mentorship

- Visual DEvelopment

RTFX

- 2d VFX

SCHOOLISM

- Gesture Drawing
- Environment Design

MOGRAPHMENTOR

- Classical Animation Workflow and Techniques

PROJECTOR

- Visual Storytelling

CALARTS (online)

- Introduction to Typography, with a certificate

EMILY CARR UNIVERSITY

- Illustration For Children's Books
- Commercial Illustration