



 Jerusalem, Israel

Skills

Strong understanding of animation principles, color theory, composition, anatomy, framing and staging, cartooning

Strong knowledge of 3D principles - modeling, geometry, retopology, UV mapping, rigging, weight painting, skinning, texturing

Attention to details

Great time management

Work under pressure

Teamwork skills

Great problem-solving skills

Easy-going

Determined

Languages:

English

Russian

Hebrew

Anastasia Pilipchuk

character designer | 3d generalist and modeler
storyboard artist

itsanastaseal.com
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Experience

3D Generalist, Layout Artist | Dec 2023 - April 2024

The Hive Studio, Jerusalem, Israel

- Layout work - *Scribble Scrubbies (season 4)*
- Managing and optimizing assets for further work
- Perfecting and building studio's workflow

4th Year Animation Project | Aug 2022 - July 2023

Bezalel, Academy of Arts and Design, Jerusalem, Israel

- Designed, modeled, rigged and textured characters
- Made concepts, turnarounds, expression and model sheets
- Storyboarded and made animatic of the full movie
- Animated a part of the film
- Post-production editing

Software

Autodesk Maya | Storyboard Pro | Procreate | Photoshop |
Premiere Pro | After Effects | Arnold Renderer | Substance Painter |
Blender | Zbrush

Education

Bachelor of Fine Arts, Animation (2019-2023)

Bezalel, Academy of Arts and Design, Jerusalem