

Anastasia Sevrugina

Character Animator / Digital Artist

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<http://asevrugina.com>

New York City

EXPERIENCE

Vita Dental Arts — *dental assistant*

2014 - PRESENT

Photobanks — *Self employed Microstock Artist, Illustrator, Digital Artist*

2011 - PRESENT

Beltelecom (leading telecommunication company in Belarus) —

Engineer-administrator of telecommunication systems

2007 - 2010

Belarusian Association of expert and surveyors — *Software engineer*

(Visual Basic for Application)

2006 - 2009

EDUCATION

Animation Mentor, The Online Animation School — *Character*

Animation Program

09/2014 - present

Mentors — Anthony Wong, Richard Fournier, Ray Ross, Nicole Herr, Dave Burgess

"UI web development", EPAM Labs — *HTML4/CSS2, HTML5/CSS3,*

JavaScript

12/2011 - 01/2012

Belarusian State University of Informatics and Radioelectronics —

Masters degree in telecommunications

09/2002 - 08/2007

Specialty — multi-channel telecommunication systems.

VOLUNTEER WORK

Animation Mentor Anim Jam project — *July 2015 - October 2015*

Contributor in animated short film "Circus Jam"

Animation Mentor Peer Buddy Program — *fall 2015*

Helped students with assignments.

SUMMARY

I am very passionate about animation since I was a kid (I dreamed to know how those little characters can be alive on the screen). I learned a lot about animation and now I can say that animation - exactly what I really want to do! My objective is to become a professional character animator. I have a strong understanding of 12 principles of animation, big attention to details and I love to do sketches. I would love to join a creative team and continue learn and grow as an animator.

SKILLS

3D animation, Drawing and Illustration, Storyboarding;

Maya, Adobe Photoshop, Adobe Illustrator

LANGUAGES

English - professional working proficiency, Russian - native