

# Anastasia Sevrugina

Character Animator / Previs Artist

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<http://asevrugina.com>

Los Angeles

## EXPERIENCE

**MPC** — *Previs / Postvis Animator*

*April 2018 - PRESENT*

Create postvis animation shots;

**The Third Floor** — *Previs Artist / Animator*

*June 2017 - March 2018*

Create previs animation shots and sequences with understanding of timing and rhythm, using the storyboard/script as a base;

**IdeaRocket** — *Animation intern*

*October 2016 - January 2017*

**Animation Mentor Anim Jam project** — *Volunteer work / Animator*

*July 2015 - October 2015*

Contributor in animated short film "Circus Jam"

**Animation Mentor Peer Buddy Program** — *Volunteer work*

*fall 2015*

Helped students with assignments.

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

*2011 - 2017*

## EDUCATION

**Animation Mentor**, The Online Animation School — *Certificate of completion in "Character Animation Program"*

*09/2014 - 06/2016*

Mentored by — Anthony Wong, Richard Fournier, Ray Ross, Nicole Herr, Dave Burgess, Sean Sexton

## SUMMARY

I'm a character animator with a passion to all things about animation, films and games. I graduated from Animation Mentor School in 2016 and have a strong knowledge of principles of animation. I am a quick learner, work well under pressure and have a good eye for details and shot creation.

## SKILLS

3D animation, solid knowledge of body mechanics, facial expressions and acting, hand drawing and Illustration, big attention to detail;

Experienced: Maya, Adobe After Effects, PF Tracker, Adobe Photoshop, Adobe Illustrator

## LANGUAGES

English - professional working proficiency, Russian - native



**“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.