

# Kristina Kovaleva 2D Animator

 grafit.kris@gmail.com  Warszaw  linkedin.com/in/kristina-kovaleva-58b0b01a7

## PROFESSIONAL EXPERIENCE

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### **Rosetta Games**

#### **2D Animator**

##### **Slot games**

Responsibilities:

- Character, symbol, and animal animation
- Environment and background animation
- VFX creation using Trapcode (Maxon) in After Effects
- Technical documentation for artists and animators
- Asset and animation optimization for Unity
- AI-based asset creation (Midjourney)

10/23 – Present

Krakow (Remote)

### **KEVURU GAMES**

#### **2D Spine Animator**

**Project types: casual, fighting, digital collectible card games, slot games Platforms: PC, Mobile**

06/21 – 08/23

Wroclaw (Remote)

Responsibilities:

- Create character animation based on provided storyboards
- Environmental and background animations
- Spine optimization for different engines
- Assist in supporting and evolving the design team with constructive feedback both technically and artistically

## SKILLS

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Spine, Ae (Maxon), Ps

## QUALIFICATIONS

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- Proficient in Spine 2D
- Attention to detail and ability to follow technical and stylistic guidelines
- Experience creating VFX in After Effects (Trapcode / Maxon)
- Ability to optimize animations and assets for Unity
- Skilled in writing clear requirements and acceptance criteria for animation-related PBIs
- Familiar with AI-assisted asset generation and enhancement
- Strong collaboration skills with artists, designers, and developers

## CERTIFICATES

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**FUNGI Studio | Belarus, Minsk.** — 2D Game Animation | 03/2021 • Certificate Credential ID 11721044 |

**IT Academy | Belarus, Minsk** — Website Development with HTML, CSS & JavaScript | 01/2020 • Certificate Credential ID 1795141

## EDUCATION

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**Belarusian State University**

Finance and Credit

06/2015

Belarus, Minsk

## LANGUAGES

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**English**

B2



**Polish**

