

# OLEKSANDRA DREVAL



»» I create awesome 2D/3D characters for game and animation. Besides that I am a flexible universe lover committed to learn new cool stuff and grow my skills!

## »»» SUMMARY

2D/3D character artist experienced in animation, production, games, and motion graphics.

## »»» EXPERIENCE

**Character Designer @ Bonsai Animations** Toronto, ON, 10/2024 - Present

- » Designed unique characters to align with project vision and style
- » Produced detailed face expressions for 2D animations ensuring design consistency
- » Refined character design features to enhance storytelling and audience engagement

**Character Artist @ Wawybrain Studios** Albuquerque, NM, 02/2020 - Present

- » Produced character design with human anatomy for animation and cinematics
- » Developed concept art for characters and in-game assets
- » Developed 3D models of characters with surfacing and fur
- » Created graphics and illustrations to promote storytelling
- » Created character and asset sketching and design following best quality standards

**Lead Graphic Designer @ 3AG Systems** Burnaby, BC, 09/2021 - 01/2025

- » Produced marketing materials from concept to delivery
- » Designed UI/UX for desktop and mobile software products and web-sites
- » Developed brand identity and guidelines with innovative solutions
- » Created production collaterals with efficient file-building methods and workflows

**Motion Graphics Designer @ REELZ TV** Albuquerque, NM, 03/2018 - 06/2020

- » Created motion and keyart for on- and off-air graphics coherent with art direction
- » Enhanced video/photo to enhance visual appeal and maintain brand identity
- » Interviewed potential recruits and provided mentorship for new team members
- » Developed and executed branding strategies and maintained digital assets database
- » Developed workflows and best practices for asset organization in database

**3D Animator @ Universal Phoenix Group** Atlanta, GA, 05/2017 - 08/2017

- » Animated 3D models of in-game characters using provided models and keyed lighting
- » Followed production workflows for game development in collaborative setting

## »»» EDUCATION

**MSc in Computer Graphics and Design** Ukraine, 10/2013 - 06/2016

**MSc in Biology** Ukraine, 09/2007 - 05/2012

## CONTACT

📍 Port Coquitlam, BC, Canada

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🌐 <https://oleksadreval.com>

🌐 LinkedIn

## SOFTWARE

🛠️ Photoshop

★★★★★

🛠️ Illustrator

★★★★★

🎬 After Effects

★★★★★

🎬 Premiere Pro

★★★★★

🎬 Cinema 4D + Red Giant

★★★★★

🎬 Autodesk Maya

★★★

🎬 Zbrush

★★★

🎬 Unreal Engine

★★★

🔗 Workflows

★★★★★

🎬 Animation

★★★★★

🎬 InDesign

★★★★★

❤️ Human anatomy

★★★★★

## SKILLS

🎬 Motion Graphics 🎬 Character Design

🛠️ Adobe CS 🎬 2D/2.5D/3D animation

🎬 Art continuity 🎬 Character Modelling

🎨 Painting ... Leadership 🎬 Layout

🎬 Multitasking 🎬 GFX 💡 Creativity

🎬 Color theory 🎬 Flexibility 🎬 UI/UX

🎨 Typography 🎬 Composition

## AWARDS

🎬 American Inst. of Graphic Arts (AIGA)

🎬 Universal Phoenix Group

🎨 NVidia