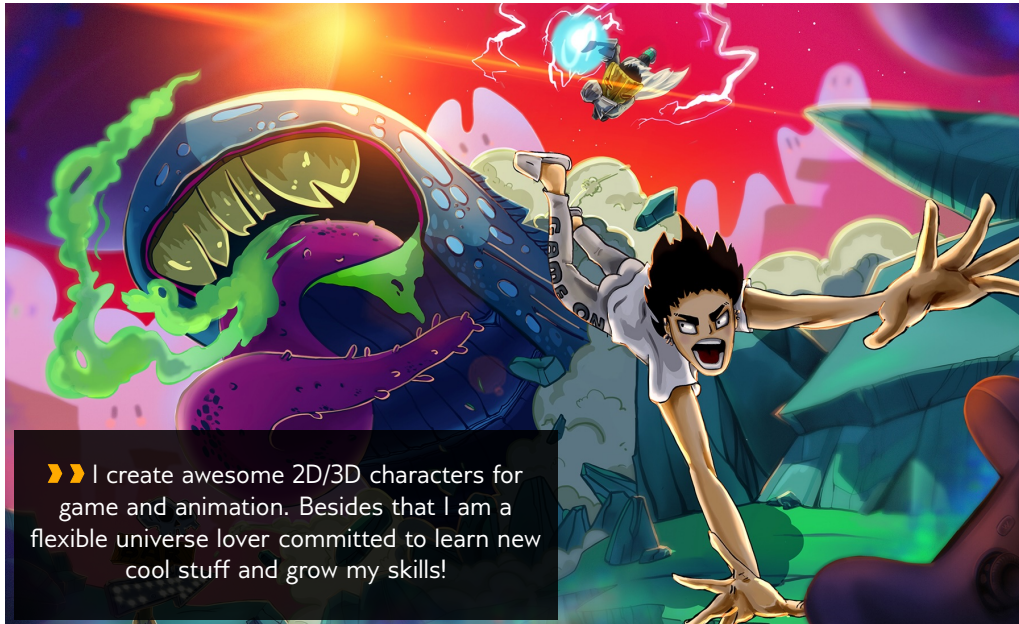# OLEKSANDRA DREVAL

> 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 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 - Present

- ❯ 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

Graphic Designer @ mimik Technologies Inc   Vancouver, BC, 04/2021 - 09/2021

- ❯ Developed and executed corporate brand identity in-line with latest industry trends
- ❯ Created graphics and videos to support brand development to highest quality standards
- ❯ Conceptualized and designed UI/UX and web-site following style guidelines

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
- ✈ oleksadreval@gmail.com
- 🖼 Portfolio
- in 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
- A Typography
- 📄 Composition

AWARDS

- 🖼 American Inst. of Graphic Arts (AIGA)
- 🎨 Universal Phoenix Group
- 🖌 NVidia