

VICTORIA AVSEEVA

v.avseeva@gmail.com

www.victoriaavseeva.com

www.linkedin.com/pub/victoria-avseeva/18/269/492

(408)368-5311

Visual Designer, 2D/3D Animator

EXPERIENCE:

- 01/2011 – 02/2013 **Visual Designer**
DynEd International (Burlingame, CA) **English Language Solutions (English as a Second Language).**
Art Design, Web Design, HCI, Conceptual Art, Animation, Graphics Assets Production.
www.dyned.com
- 03/09 - present **Visual Designer, Mobile App Designer, Animator**
Fruit Byte Studio (San Mateo, CA)
User Interface, HCI, Visual Design, Usability, Game concept;
Graphic Assets, Rigging and Animation of Game Characters, Environment.
Released in App Store:
AppleFun, iShot – Arcade/Puzzle games www.fruitbyte.com
- 01/2011 – 06/2011 **Instructor**
Academy of Art University (San Francisco, CA)
Taught students basics of animation, tools (Autodesk Maya, Adobe Creative Suite) and animation production.
- 2007-2010 **3D Animator**
Short animation “Perception” nominated for Fall Animation Festival 2010. Worked on full production cycle. Authored story plot. Storyboarding, Character Design, Modeling, Rigging and Character Animation. 3D Composition, Visual Effects, Lighting, Editing.
<http://vimeo.com/18796287>
- 10/03 - 10/06 **Instructor, Lecturer**
Volgograd State University (Volgograd, Russia)
Conducted seminars on various subjects in “Modern Literature and Art studies”. Gave lectures to graduate students. Subject: “Art Process of XX century”. Participated in International Scientific Conferences.
Published 9 scientific articles (The gender problems in Russian literature of XXth century).
- 07/2001- 01/2002 **Journalist, Art designer**
Volgograd Herald Newspaper (Volgograd, Russia)
Developed newspaper advertising materials, acted as a field correspondent. Published advertising articles, provided new client base and updates, created cover and page illustrations. Responsibilities included marketing research, clients’ satisfactions polls, interviewing clients, managing accounts, materials development, directing and editing pre-publication projects.

Software

- Adobe Photoshop
- Adobe After Effects
- Adobe Premier Pro
- Adobe Illustrator
- Autodesk Maya 8.0/2011
- ZBrush 3
- UVLayout Pro
- Adobe Dreamweaver
- Adobe Flash Pro
- Corel Painter
- Cubase Studio
- Microsoft Office
- Mac OS and Windows Platforms

Artistic and Technical Skills

- **3D Animation**
- **3D Character Setup**
- **VFX Production**
- **CG Illustration**
- **Rotoscoping**
- Solid knowledge of **Filmmaking Processes:**
Composition, Storyboarding, Camera Positioning and Tracking in 3D environment
- **UI/UX Design for Web, Desktop and Mobile Apps**
- **Create high and low fidelity mobile and web prototypes**
- **Developing UI/UX details (wireframes, UX specifications)**
- **HTML5/CSS**
- **Scripting languages: Javascript basics**
- **Graphics Design**
- **Oil on canvas and acrylic painting**
- **Drawing and Quick Sketching**

Education

- **Stanford University** [2012-2013] Classes:
 - Human-Computer Interaction. Scott Klemmer.;
 - User Experience Design. Jeremy Lyon;
- **Academy of Art University** (San Francisco, CA) [08/2010]
 - **M.F.A. 3D Animation and VFX**
- **Post Graduate School of Volgograd State University** (Volgograd, Russia) [10/06]
 - **P.h.D. candidate** of Russian Literature
- **Volgograd State University** (Volgograd, Russia) [07/03]
 - **M.F.A.** in Literature and Languages

References

Victoria is a joy to be around. She brings a great deal of interest, enthusiasm and curiosity to the table. She thinks like an artist rather than a machine, and has a great thirst for learning. Someday she will be a one-woman studio!

Tom Bertino, (ILM, AAU) Graduate Director, Animation and VFX, Academy of Art University

Other references are available upon request.