

YVES MENSHIKOVA

menshikova.yves@gmail.com

yves-m.squarespace.com

Professional illustrator, backgrounds painter, and visual development artist seeking position in editorial, animation, or video game field.

EDUCATION

Rhode Island School of Design, 2014 – 2018

BFA, Illustration

Major: Apparel Design
September 2015– May 2016

Major: Illustration

September 2016– June 2018

EXPERIENCE

Character Layout Artist, April 2019 - present

Titmouse Animation Studios, New York, New York

- Prepared shots with character key poses in Adobe Animate following storyboard compositions
- Studied show style and aesthetic to keep consistency throughout shots
- Streamlined file setup for easier use by animators

Game Illustrator, August 2018

Battlebound Inc.

- Created promotional artwork for online trading card game
- Designed and illustrated borders for in-game card assets

Concept and Asset Artist, November 2015 – June 2016

Syndicate Atomic Games, Los Angeles, California

- Drafted concepts for environments, refined background paintings for individual stage levels
- Developed layouts for menu UI and painted menu assets
- Storyboarded for special character move animations in game

Freelance Commission Work, 2013 – present

- Sketched and painted character art for individual customers
- Presented thumbnails and progress sketches before finalizing pieces
- Designed costume sets for original characters following customer request

SKILLS

ILLUSTRATION SKILLS

Character Design
Costume Design
Background Layout Design
Digital Painting
Concept Art
3D Modeling

TECHNICAL SKILLS

Photoshop CC
Animate CC
Illustrator CC
InDesign CC
Premiere CC
Procreate App
Clip Studio Paint
Zbrush
Maya
Mac/Windows OS
HTML and CSS

SOCIAL SKILLS

Highly Collaborative
Detail-Oriented
Self-Driven
Adaptable

LANGUAGES

English
Russian