

Olga Andreyeva [Visual Artist | OlgaAndreyeva.com]

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About

After graduating from Pratt Institute, I have been keeping busy by creating XANTARA, illustrating personal and commissioned pieces, working on several video games for indie studios in NY and teaching Photoshop. I'm deeply passionate about storytelling, art, animation and games and always striving to improve my work.

Skills

Creative Programs Illustration, concept art, production art, comics, graphic design, UI, textures. *Expert* in Photoshop.

Advanced in Unity, Construct 2, Spine, GameMaker, Illustrator, InDesign, Premiere Pro, After Effects.

Proficient in Mudbox, Flash, DreamWeaver, and Wordpress.

Coding *Proficient* with HTML and CSS. *Working Proficiency* with Javascript and PHP.

Feb 1 — Present Experience

Zynga *Staff Artist*

Working with the Black Diamond Casino property, following branding guidelines. Owning the direction and production of all promotional materials like app store icons and screenshots, in-game popups, and Facebook ads and videos. Animating and implementing meta-game features and slot games in Unity.

Aug 13 — Present **XANTARA** *Personal project*

Writing story, creating characters, illustrating comics, developing games in GameMaker and Construct2, animating cutscenes and sprites in Photoshop and Spine. Designing a website using Wordpress, creating supporting and marketing materials, working with musicians. XANTARA is an epic fantasy event story in the form of a multi-media webcomic, publishing weekly.

Jun 15 — Jan 16 **Boogie Down Games** *Art Director and Co-Founder*

Owning visual design and establishing branding guidelines to ensure high-quality visual style in all games. Developing concepts for characters and environments as well as creating in-game assets and textures. Boogie Down Games is a diverse indie game studio where everyone works together in their free time to make fun games.

Mar 15 — Feb 16 **This is Pop** *Freelance Artist / Designer / Animator*

Working solo with creative director. Handling a broad variety of visual assignments on a per-project based. Past work included designing characters for an Apple Watch game in Illustrator and Photoshop, animating characters in Flash, and exporting as game-ready PNGs. Video editing and game design. Designing UI elements and graphics. Creating textures for 3D models and importing into Unity for an interactive installation.

May 14 — May 15 **CodeScholar.ly** *Digital Art and Game Design Instructor*

Teaching students use Photoshop to create characters, tiles, and various assets for their own games. Owned visual design and marketing.

May 13 — Aug 13 **InterContinental New York Barclay** *Illustrator*

Designing Barclay the Bee, a mascot for the hotel's sustainability initiatives. Writing and illustrating two eight page comic books. Creating marketing materials for digital and print, including animating a holiday card.

Education

Pratt Institute *Bachelor of Fine Arts, Communications Design Major*

Graduated with Highest Honors and Outstanding Merit.

Presidential Merit-Based Scholarship, Dean's List