

Olga Andreyeva [2D Artist | OlgaAndreyeva.com]

27 Linden Blvd #1 | Brooklyn, NY 11226 | 609-532-1353 | Olga@OlgaAndreyeva.com

Skills

Creative 2D art and illustration, concept art, production art, marketing art, technical art and implementation, storyboarding and comics, animation.

Programs *Expert* in Photoshop.
Advanced in Unity, Spine, GameMaker, Construct 2, Puppet2D, Illustrator, Premiere Pro, After Effects, InDesign.
Working proficiency in Maya and Mudbox.

Experience

- Nov '17 — Present** **Mitosis Games** *Technical and Marketing Artist*
Unity implementation, animation and marketing for a match-3 game with a narrative meta-game. Owning the cutscene production, including storyboarding, framing the shots in-game, animating dynamic objects and particles and putting everything together with a custom editor in Unity. Designing, recording and editing static and video creatives for UA and Marketing.
- Jan '17 - Nov '17** **Jump Ramp Games** *Designer and Marketing Artist*
Designing and animating in-app promotions and features. Creating marketing materials, including video, static, and gif UA, marketing and social creatives.
- Feb '16 - Jan '17** **Zynga** *Production and Marketing Artist*
Working with the Black Diamond Casino property. 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. Creating concept art and storyboards for the environments, characters and scenes. Xantara is an ongoing webcomic publishing weekly on WebToon.
- 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.
- 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. 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.

Education

Aug '10 - May '14 **Pratt Institute** *Bachelor of Fine Arts, Communications Design Major*
Graduated with Highest Honors and Outstanding Merit.
Presidential Merit-Based Scholarship, Dean's List