

ARTIST
ANIMATOR



ANASTASIA SAVCHENKO

Ukrainian graphic artist, 2d animator.

EDUCATION

ART SCHOOL 2009-2013

Studied academic drawing and painting, sculpture and history of art.

KIEV NATIONAL ACADEMY OF FINE ART AND ARCHITECTURE 2017-2021

Improved skills in academic drawing, painting and composition. Studied traditional graphic techniques (etching, monotype and polytype printing, woodcut, linocut), experimental printing technique. There i got acquainted with animation first. Also started an exhibition activity.

WORK EXPERIENCE

2020-2021

VORTEX CANON ENTERTAINMENT - 2D ARTIST, ANIMATOR

- Drawing 2d characters, items and effects for the game.
- Making skeletal and frame-by- frame animation in Spine.
- Retenting and improving the style of the game.

2021-ACTUAL TIME

24PLAY - CONCEPT ARTIST

- Creating 2d concept arts of characters, environment and UI
- Creating ideas for new games
- Making promo illustrations and icons

CONTACT INFORMATION

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