

# Olha Kostiuhenko

## Experience:

### 3D animator

*October 2021 - now.*

**ADVIN Ukraine, Kyiv**

Rig, skin, animation character and preparing to exporting it for import into Unity and UE.

*May 2020 — December 2020.*

**DALS Games, Odessa**

creating a rig and a skin, making the necessary animations with a character, preparing it for import into Unity.

*April 2018 — april 2020*

**Animation studio «Karandash Production», Kyiv**

Character animation, working on international projects.

Examples:

<https://youtu.be/xO153EtbbF0> (preview version)

<https://youtu.be/E3Wz8X0bS18>

I may give links on examples of my work in projects that I can't show public due copyrights.

<https://youtu.be/tOAtotJGmYg>

### Senior designer/layout artist

April 1998 — March 2013

**A number of magazines and publishing houses**

**(Perehid Media Publishing, Edipress, Karavan Media etc), Kyiv.**

Magazine's design and creation of layouts, design of advertising, preparing magazines for press

## Tools:

Autodesk Maya, Blender, Pixologic ZBrush, Substance Painter;

all from Adobe Creative Suite (Photoshop, Illustrator, InDesign); Corel Painter; a little bit of Premier and After Effects, Flash. Freehand drawing.

## Education:

2021 Animationschool

Course "GameAnimation\_2 class"

2015-2016 Autodesk authorized training center, 3DMAYA.COM.UA

Course "Graphics and animation in Maya"

1992-1998 National Technical University of Ukraine "Kyiv Polytechnic Institute"

Polygraph faculty, engineer of reprography

1986-1990 School of Arts, drawing