

Laura Vasyutynskaya (vas-yoot-yin-ska)

Qualifications

Accomplished visual artist, experienced with both traditional and computer media, seeking entry-level position with opportunity of permanent employment in graphic design, the computer gaming industry, or Illustration. Creative and computer skills are complemented by experience as a key frame artist in a professional animation studio.

(US Citizen).

Digital Skills

- Microsoft Windows XP, Macintosh OS X.
- Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Dreamweaver, Flash Professional, After Effects.
- 3DS Max, Maya Unlimited.
- HTML, CSS, JavaScript (basic).

Print Skills

- Posters, advertisements, book design, logo development, branding and identity.
- Brochures, corporate identity, package design, newsletter and magazine layout.
- Illustration and artwork.

Accomplishments

- In Ukraine, selected by Borisfen-Lutes Animation Studios to receive six months of formal animation training and student accommodations at company expense.
- Rapidly mastered complex technical 3d-modeling concepts by self-directed study using English-only texts.

Employment History

- Video Game Tester | Volt.
Redmond, WA.
January 2009-Present.

Tested Video Games for functionality and hardware compatibility. Followed company procedures to produce a pass or failure status on games and systems. Wrote reports on problems found while testing in a step-by-step format leading up to the failure.

- Internship | Gender Spectrum.
Seattle, WA.
January 2008-March 2008.

Worked in a team as a website developer. Was responsible for re-implementation of site based on client design. Revised site design to eliminate table-based layout to permit dynamic reflow.

- Graphic Design | Myopathic Muscular Therapy Clinic.
Lynnwood, WA.
June 2007-January 2008.

Redesigned brochure, post-card, gift-certificate, coupons, forms, and templates. Was responsible for print work.

- Internship | Shamrock Design.
Seattle, WA.
August 2006-September 2006.

Designed logo, identity, worked with business card's templates, job tickets. Was responsible for promotional print work. Edited work before being released to client.

- Brochure Design | Stricker Cato Murphy Architects, P.S.
Seattle, WA.
June 2006-July 2006.

Created original design for 63-page brochure. The text and images were provided by the Principal Director. Responsible for all aspects of design from providing initial roughs for approval to delivery of final images in electronic and print formats.

- Illustrator | Fantasy Flight Games.
Roseville, MN.
September 2004–March 2005 (multiple contracts).

Created original card illustrations for various series of the collectible card game, “A Game of Thrones”. Illustrations were based on brief verbal descriptions provided by the publisher. Responsible for all creative work from providing initial roughs for approval to delivery of final images in electronic format.

- Concept Artist | Her Interactive.
Bellevue, WA.
October 2004.

Created concept art illustrating aspects of a computer game being considered for production. Illustrations were based on verbal descriptions and simple sketches provided by the Executive Producer. Responsible for all aspects of creative work from providing initial roughs for approval to delivery of final images executed in traditional media.

- Concept Artist (Volunteer) | OpenFRAG Game Project.
www.openfrag.org
May 2004–August 2004.

Worked with international team of software developers, artists, and 3d modelers in the cooperative development of a medieval-theme open source computer game. Responsible for research and preparation of concept sketches used to guide 3d modelers. Sketches included maps, streetscapes, weapons, furniture, and key-frames for character animation sequences. Interaction, coordination, and exchange of deliverables with other team members was conducted entirely by electronic means (e.g., e-mail, IRC, FTP, etc.).

- Artist | Blue Heron Studio.
Issaquah, WA.
March 2001-September 2001.

Worked, without supervision, as an independent contractor painting finished designs on custom ceramic tiles. Job requirements varied depending on the specific project and could include reproduction of client supplied images, compositing of images, or creation of entirely original images based on verbal descriptions. Was typically assigned projects based on their high degree of challenge and tight scheduling constraints.

- Animator | Borisfen-Lutes Animation Studios.
Kiev, Ukraine.
September 1996-September 1998.

Worked as a key frame artist within a traditional animation production team, producing television cartoon series for European markets. Responsible for final rendering of key frames from storyboards and sketches provided by senior animators. Tasks required attention to detail and an ability to produce high-quality finished work quickly (i.e., 15 to 20 minutes per frame) while also ensuring consistency and continuity between frames.

Education

- Associate Degree, Graphic Design | Seattle Central Community College. Seattle. 2008. GPA 3.7.
- Certificate of Fine Arts | Zhitomir Art School. Zhitomir, Ukraine. 1994.

Exhibitions

- Personal Exhibition | Adobe Plaza Gallery. Seattle, WA. January 2009.
- The Color of Success, Group Exhibition | SCCC. Seattle, WA. June 2007.
- Lady Fest, Group Exhibition | Consolidated Works. Seattle, WA. March 2003.
- Fantasy Worlds, Personal Exhibition | Edmonds Public Library. Edmonds, WA. January 2003.
- Untitled Personal Exhibition | Paramount Cafe. Seattle, WA. November/December 2002.
- Consequences, Group Exhibition | Bemis Building. Seattle, WA. September 2002.

Languages

- English
- Russian
- Ukrainian