

Vlada Monakhova

Concept Artist

Vlada Monakhova

(780) 660 5384
v.monakhova@gmail.com
vladadraws.com

Core Skills

Concept art, character design, creature design, illustration.
Software: Photoshop & Adobe suite, Clip Studio, Twine, Blender, Unity, JIRA.

Experience

Freelance / Concept Artist & Illustrator

JANUARY 2012 - PRESENT

Character, creature, and prop design. Clients include Kobold Press, Dreamworks TV, ImagineFX, various RPG, video game, and animation companies.

Animus Interactive / Concept Artist

JANUARY 2017 - MARCH 2018

Responsible for unit and building design, animation direction, rigging assistance & storyboards.

6 Eye Studio / Character Concept Artist

MAY 2017 - JULY 2017

Developing and illustrating characters for a fantasy-focused RPG to be used as basis for in-game models and promotional portraits.

Education

Grant MacEwan / Fine Art

SEPTEMBER 2013 - APRIL 2016

Painting and art history focus.

ROBOTPENCIL / Mentorship

MARCH 2017 - MAY 2017

Personal mentorship focusing on character design for video games and film.

Other

Published in: Muddy Colors, ImagineFX, 2D Total, Lightspeed Magazine, Fantasy Magazine, Strange Horizons, Queens Destroy Fantasy, Sword&Sonnet.

Awards: Illustrators of the Future quarterly finalist, Student Research Week 2016 winner (Painting & Imaginative Realism), Red Deer College Art Scholarship winner, Earth Common Journal annual cover award.

Open to relocation & travel, references available upon request.

