

Anastasia Shedu

CONCEPT ARTIST

ILLUSTRATOR

Contact

Portfolio

<https://anastasiashedu.com/>

Email

anastasia.shedu@gmail.com

Skype

live:anastasia.shedu

Address

Moscow
Russian Federation

Profile

I am a self-employed concept artist and illustrator with expertise in multimedia arts. I work in both 2D & 3D generally using Photoshop, ZBrush, 3ds Max, and other applications essential for production.

I have a good sense of visual principles, including color, light, shape, composition. Strong foundation in the traditional arts such as painting, sculpture, and drawing. Solid understanding of human and animal anatomy.

I am a self-motivated, collaborative artist with excellent interpersonal skills and eagerness to learn new software tools and technologies.

Member of the International Federation of Artists & Creative Artist's Union of Russia.

Languages: English, Russian

Education

Bachelor's & Master's degrees in Computer Graphics and Animation

University of Film and Television (GITR)

Moscow, Russia / 2010 - 2016

Certificates

- Adobe Illustrator / Creation of vector illustrations
- Autodesk 3ds Max / Basics of 3D modeling
- Autodesk 3ds Max / Basics of visualization
- Autodesk 3ds Max / Complex texturing
- Chaos Group V-Ray / Rendering in 3ds Max
- Wacom / Digital painting

Experience

Self-Employed

Moscow, Russia / 2019 - Present

Freelance work as a concept artist and illustrator

Amuse Animation

Paris, France / May 2019 - Present

Freelance concept artist

Freelance Artist

Moscow, Russia / 2012 - 2018

Animation and movie studio "Master-Film"

An assistant animator on the animated television series "The Mystery of the Sukharev Tower"

Movie "To Prague with Greetings"

Character design and presentation artwork for a movie pitch

Furniture company IKEA

Live sketching sessions for a business meeting

Restaurant "Uruk"

Illustrations and design for a menu and booklets

Video marketing company "V2B"

Concept design and illustrations for an animated marketing video

Software

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe After Effects
- 3ds Max
- V-Ray
- ZBrush
- Marvelous Designer
- Substance Painter
- Quixel Suite
- Keyshot
- Marmoset Toolbag

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Skills

- Ability to generate varied ideas in sketches and thumbnails, and skill to execute them further until the final rendered design
- Solid understanding of core visual principles such as light, color, and composition
- Knowledge of human and animal anatomy, perspective rules
- Ability to work in 2D, 3D, and traditional media
- Excellent communication skills and capability to take feedback and directions
- Positive attitude and genuine interest in animating ideas into exciting finished projects
- A responsible approach to work and deadlines
- Able to master new skills quickly
- Advanced level of English

Exhibitions & Publications

Annual art catalog “Ars Longa”

Moscow, Russia / 2017, 2019

Published by the Creative Artist's Union of Russia

“Ars Longa” exhibition

Moscow, Russia / 2017

Art pieces exhibited in The Vernadsky State Museum

New Moscow Cinema Artists exhibition

Moscow, Russia / 2016

Art pieces exhibited in The Scriabin Memorial Museum

The Exhibition of Art Faculty

Moscow, Russia / 2014

Art pieces exhibited in The Moscow Public Fund of Culture

International Comics Festival “Boomfest”

Saint Petersburg, Russia / 2011

Comics selected for the International Comics Festival “Boomfest” exhibition

Awards

First prize at the Wacom Russia competition

Moscow, Russia / 2014

First prize at the Wacom Russia competition among digital artists