

# Elvira Trofimova

**Character Artist**

Los Angeles, CA  
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## EXPERIENCE

### **Project Triforce, New York City, US – Concept Artist**

Feb 2015 - Nov 2017

Responsible for creating concept art for Collector's Editions, statues, props, marketing materials and illustrations.

Working closely with the Art director on providing feedback for outsource artists.

### **ZeptoLab, Moscow, Russia –2d Artist and Animator**

Nov 2012 - Feb 2014

Responsible for creating game assets, characters, marketing materials and animations for mobile games.

Proposed idea for game mechanic and implemented in game.

### **Arigama, Samara, Russia – 2d Artist**

Jul 2012 - Oct 2012

Responsible for creating characters, concept-sketches, marketing materials and game assets for social network and mobile games.

### **Drimmi, Samara, Russia – Junior 2d Artist**

Jun 2011 - Apr 2012

Responsible for creating characters, concept-sketches and game assets for social network and mobile games.

## EDUCATION

### **Gnomon School of Visual Effects, Games + Animation, Los Angeles, US – Certificate in Digital Production for Entertainment**

Jul 2018 - Jun 2020

Extracurricular Activities - Life Drawing Club President.

### **Samara State Academy of Culture and Art, Samara, Russia – Master's degree, Cultural Studies**

Sep 2007 - Jul 2012

Granted qualification of Direction of Decorative and Applied Art Studio, Instructor in Folk Art Culture.

### **Art School "Renaissance", Samara, Russia – Art Fundamentals**

Sep 2002 - Jul 2006

Including various art projects - indoor and outdoor murals.

## SOFTWARE SKILLS

Autodesk Maya

Pixologic Zbrush

Marvelous Designer

Adobe Photoshop

Adobe Substance Painter

Adobe Substance Designer

Foundry Mari

Marmoset Toolbag

Unreal Engine

## ART SKILLS

Traditional Art Foundation

Sketching

Drawing

Sculpting



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