

Anastasia Shedu

3D Artist

Contact

Portfolio

<https://anastasiashedu.com/>

Email

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Address

Moscow
Russian Federation

Profile

I am a 3D Artist with a passion for stylized game art. Whether it's a character or environment, I'm ready to take on exciting projects and deliver game-ready assets in both hand-painted and PBR workflows.

I am a self-motivated collaborative artist with good interpersonal skills and a desire to learn new tools and techniques.

Languages: English, Russian

Education

University of Film and Television (GITR)

Moscow, Russia

Bachelor's degree in Computer Graphics and Animation

Experience

Self-Employed

Moscow, Russia / 2020 - Present

Freelance 3D Artist

Amuse Animation

Paris, France / May 2019 - June 2020

Freelance Concept Artist. Worked on several children's series of the Car City Universe. Responsible for concept art and model sheets for the further production line (3d artists). Used both 2D and 3D to deliver finished concepts

Skills

- Full pipeline knowledge including modeling, sculpting, retopology, UV mapping, texture baking, and texturing
- Ability to create characters, environments, and props
- Work in both PBR and hand-painted workflows
- A solid understanding of core visual principles such as light, color, and shape language. Knowledge of human and animal anatomy
- Strong drawing skills in both traditional and digital media
- Good communication skills and capability to receive feedback and directions
- A responsible approach to work and deadlines

Accomplishments

- Sketchfab Staffpicks

Software

- Blender
- ZBrush
- TopoGun
- RizomUV
- 3DCoat
- Substance Painter
- Substance Designer
- Marmoset Toolbag