

# Anastasia Shedu

## 3D Artist

### Contact

#### Portfolio

<https://anastasiashedu.com>

#### Email

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#### Address

Moscow  
Russian Federation



### Software

- Blender
- 3ds Max
- ZBrush
- TopoGun
- RizomUV
- 3DCoat
- Photoshop
- Substance Painter
- Substance Designer
- Marmoset Toolbag
- Unity

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**Languages:** English, Russian

## Education

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### University of Film and Television (GITR)

*Moscow, Russia*

Bachelor's degree in Computer Graphics and Animation

## Experience

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### Sun Creature

*Copenhagen, Denmark / January 2021 - March 2021*

Freelance 3D Asset Artist on an unannounced project

- Working closely with Technical Art Director and 3D Asset Supervisor translating 2D concepts into 3D assets
- Creation of low poly and mid poly stylized models in Blender
- Unwrapping and texturing assets in Photoshop and 3DCoat in the hand-painted style
- Adherence to established project style while keeping optimized geometry and UVs for the best performance
- Working with Git, Sourcetree, and GitHub, importing finished assets into Unity game engine

### Amuse Animation

*Paris, France / May 2019 - June 2020*

Freelance Concept Artist on several animation projects

- Worked on characters, vehicles, and props
- Making sure concepts are functional and clear to read for 3D artists and animators
- Creating model sheets as orthographic projections that illustrate the dimensions of a concept for use by animators and 3D artists
- Used Clip Studio Paint, Photoshop, 3ds Max, and Blender to deliver finished concepts

## Skills

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- 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

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- Sketchfab Staff Picks
- 80 Level Article: Toro & Spirits - Making a Hand-Painted Prop in Blender and 3D Coat
- Publications in annual art catalog "Ars Longa"
- Member of International Federation of Artists & Creative Artist's Union of Russia