

Vasilena Kavanozova

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LinkedIn, Instagram, SketchFab, YouTube



Graduate animation student with experience in the game design industry. 3D sculptor and 2D artist. Archery enthusiast. Always carry a sketchbook.

London, UK

Skill set of programs

Adobe After Effects	Maya
Adobe Animate	Zbrush
Adobe InDesign	Substance
Adobe Photoshop	Unity
Adobe Premiere Pro	TVPaint

Education

UWE (Bristol), University of West of England, UK (2015 - 2018)

BA (Hons) Animation

- Animation student
- UWE Archery club (2015-2016)
 - 2016 became Vice President
 - Was in charge of the club's organization - from booking rooms, managing social parties and helping with the business side, to making sure everyone on the team was happy and knew what they were doing in a safe environment;
- Student Representative (2018)
 - As such, I have learned the importance of properly communicating with everyone on important matters and subjects;
 - Gained very crucial communication skills and organization skills throughout the short time spent on this position;
- Part of the graduation design committee (2018)
 - Prepared and designed materials connected to the look and feel of the final degree show.

Virginia Commonwealth University (VCU), Richmond, VA, USA (Jan 2017 - May 2017)

Kinetic Imaging and Communication and Arts

- ERASMUS Student
- Studied:
 - Game Design (overall grade: A)
 - 3D Modeling with Zbrush (overall grade: A)
 - 3D Animation with Autodesk Maya (overall grade: B)
 - Illustration, Media and Tech (overall grade: A)

“Akademik Kiril Popov” High School of Mathematics, Plovdiv, Bulgaria (2010 - 2015)

Diploma Za Sredno Obrazovanie (Diploma of Completed Secondary Education): Graphic Design and Multimedia

- Certificated Graphic Designer
- Photography course
- Attended multiple Graphic design academies in Bulgaria
- Apprentice for 'Lettera' Publishers

Language skills

Bulgarian (mother language)	English – excellent
Japanese – foundation	Russian – foundation

Projects

Global Game Jam (GGJ) 2019, Bristol, UK

Annual distributed game jam.

- As part of a 6-person group, helped build a 3D game in 48 hours;
- Design, 3D character sculpting and texturing and in Maya;
- Created game-ready textured characters for use in Unity;
- Link to the official GGJ website with the game on it:
<https://globalgamejam.org/2019/games/leave-me-alone>

Global Game Jam (GGJ) 2018, Bristol, UK

Annual distributed game jam.

- As part of a 5-person group, helped build a 3D game in 48 hours;
- Concept design, 3D character sculpting, rigging, texturing and animation in Autodesk Maya;
- Created game-ready animated characters for use in Unity.

BBC Listening Project

2D Animation project (2017)

- With the help of two other people, animated a 30 second pre-recorded audio file for the BBC Listening Project: 'Children in need';
- Lead 2D animator, coloring, background artist and concept artist;
- Software used: TVPaint;
- Link to the animation, uploaded on the official BBC website:
<http://www.bbc.co.uk/programmes/p05mp6jy>

Globa Game Jam (GGJ) 2017, Richmond, USA

Annual distributed game jam

- As part of a 6-person group, helped build a game in 48 hours;
- Took part in the development of the concept and the character design (Photoshop);
- 2D character animation on Adobe After FX ;
- Link to the official GGJ website with the game on it:
<https://globalgamejam.org/2017/games/wacky-wavers>

‘Useful things: String’

University 2D animation project (2016)

- Worked in a 3-man team to create a 1-minute long animation targeting children aged 2-7 years old within a 10 week period;
- Concept art, Character design, 2D Animation, Coloring, Editing;
- Link to our film:
<https://www.youtube.com/watch?v=t92NCBgDpv0&t=13s>