VASILENA KAVANOZOVA

3D AND 2D ARTIST

Experienced 3D and 2D Artist. Currently working in the 3D Fashion Visualization industry. With profound knowledge and experience in the game design field as a 3D generalist and Zbrush sculptor. Graduated animation student from University of West of England, Bristol and Erasmus exchange student from America -Virginia Commonwealth Uni. Certificated Graphic Design background from Bulgaria.
Archery enthusiast! Passionate gamer! Currently learning Python!

LANGUAGES

Bulgarian

English

Russian

Japanese

GET IN TOUCH

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EXPERIENCE AND PROJECTS

Mid 3D Production Artist/ Trainer/ Team Lead / Production QA

PixelPool | June 2019 to present

- Working with different 3D and 2D software to create high-end visualizations that meet or exceed company and client standards. Responsibilities include modeling, texturing, rendering, and post-production for retail and design visualizations. Required to be highly flexible and adaptive to complete projects that fall outside of normal workflows with tight deadlines. Shortly after, promoted to Trainer and given the responsibility to educate new people to the standards and workflow of the company.
- As of January 2020, leading a team of 7 people alongside my other tasks written above. Delegating tasks, managing work schedules and trying to optimize people's work. Later promoted to QA. Identifying and reporting issues with Jira. Performing exploratory test to find root problems, gathering and analyzing data, documenting issues, suggesting improvements and collaborating with different departments to quickly fix bugs.

Lead animator, Character designer and Color artist for BBC Listening Project

BBC Freelance Project | February 2018

- In a group of 3 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
Link to the animation:
official BBC website: *http://www.bbc.co.uk/programmes/p05mp6jy*

Global Game Jams (GGJ)

Participated around the world in the largest game creation event

Global Game Jam 2019, Bristol, UK
- Part of a 6-person group to create a video game in 48h. Created game-ready textured and animated low poly characters
Link to game: *https://globalgamejam.org/2019/games/leave-me-alone*

Global Game Jam 2017, Richmond, VA, USA
- Part of a 6-person group to create a video game in 48h. Took part in the development of the concept, designed and animated characters and backgrounds.
Link to game: *https://globalgamejam.org/2017/games/wacky-wavers*

EDUCATION

University of West of England (UWE), Bristol, UK

BA (Hons) Animation 2:1 | 2015-2018

- (2018) Part of the Graduation Design Commette
Prepared and designed materials connected to the look and feel of the final year degree show
- (2018) Student Representative
Organized events and made sure there was a well established communication between peers and professors on important matters and subjects
- (2016) Archery Club Vice President
Was in charge of the club's organization- booking rooms, managing social parties, keeping everyone on the team well aware and safe during training sessions

Virginia Commonwealth University (VCU), Richmond, VA, USA

Kinetic Imaging and Communication and Arts - ERASMUS Student | 2017

Studied:
- Game Design (semester grade: A)
- 3D Modelling with Zbrush (semester grade: A)
- 3D Animation with Maya (semester grade: B)
- Illustration, Media and Tech (semester grade: A)

"Akademik Kiril Popov" High School of Mathematics, Plovdiv, Bulgaria

Diploma za Sredno Obrazovanie (Diploma of Completed Secondary Education): Graphic Design and Multimedia - Exellent 5.85 | 2010-2015

- Apprentice for 'Lettera' Publishers