

Slava Likhatchev

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Objective

To obtain a 2D or 3D Graphic Artist position in the field of animation filmmaking or video game and multimedia production where I can incorporate my love and inspiration for fine art with the use of technology.

Skills

2D:

- Outstanding skills in traditional drawing / painting / sketching based on the background from a prestigious art school as well as years of professional experience
- Concept design of characters and environments
- Storyboarding
- Freehand Wacom drawing
- Web, application, poster and logo graphic design

3D:

- Modeling and animation of characters/objects/environments
- UV editing, texture painting for characters/props/environments

Software Tools

- In-depth knowledge of Adobe Photoshop, Adobe Illustrator
- Expert in 3DS MAX,
- Proficient in Adobe Dreamweaver, Adobe Flash, Adobe Premiere, Maya

Experience

KinoAtis Moscow, Russia

Art Director (2012-Present)

- Lead a team of 10 artists for animation series project for Russian TV channel 1 and feature animation
- Responsible for defining the concept of character design, storyboarding, demo recording, review of the work, personnel training and coaching

6WAVES/LOLAPPS San Francisco, CA

2D Artist (2011-2012)

- Worked as a 2D artist making artwork for Facebook games such as Ravenskye City and others
- Collaborated with game designers, animators, developers, and other illustrators to come up with concepts and create detailed assets for in-game use

AVM Computer Solutions Daly City, CA

Graphic Design Lead (2007-2011)

- Lead graphic design of web sites for over 300 clients
- Supported design of branding material, e.g. logos, business cards, brochures, banners, etc.

Multirom Moscow, Russia

Art Director (2008-2009)

- Lead a team of 10 artists for animation series project for Russian TV Channel 1
- Responsible for defining the concept of character design, storyboarding, demo recording, review of the work, personnel training and coaching

Heritage Foundation Washington, DC

Art Director (2006-2007)

- Freelance Artist. Commission portraits (oil on canvas)

CNF Animation Studio Moscow, Russia

Conceptual Artist (2005-2006)

- Generated concept art
- Designed and modeled characters and environments, storyboards, movie title appearance, and advertising materials for TATU music video clip and feature animation movie "Belka&Strelka Star Dogs"

Pirates Games Moscow, Russia

Senior Artist (2004-2005)

- Worked on Yeti Sports Arctic video game
- Modeled and textured 3D environments for the Xbox, PC, and PS2

CG Animation Studios Moscow, Russia

Concept Artist (2003-2004)

- Defined concept art, designed characters and environments
- Created storyboards for feature animation movies "Frog's paradise" and "Kin dza-dza"

3DO Redwood City, CA

Senior Artist (2002-2003)

- Worked on "Jacked" video game
- Modeled and textured 3D environments and special effects for Rocky Mountains and Desert Canyon levels

Blue Planet Software San Francisco, CA

Lead Artist (1999-2002)

- Designed and created the Ice World and Mountain World for Tetris Worlds and The Next Tetris
- Responsible for all world geometry and animations
- Designed and developed all in-game menus art, games intros and end game movies

Education

Stroganov Academy of Art and Design Moscow, Russia **(1996)**

Masters of Fine Arts (MFA) in Painting

Art College (by Savitskiy) Penza, Russia **(1988)**

Bachelors of Fine Arts (BFA) in Illustration

Languages

English, Russian

Referrals

Portfolio available at www.slavaart.com. References available upon request.