INNA KARUSKEVICH I MOTION GRAPHICS ARTIST I DESIGNER

Contact me

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- a Los Angeles, CA 90066
- w innarts.com

Computer Skills

- Photoshop
- Illustrator
- InDesign
- After Effects
- Premiere Pro
- Maya
- PC and MAC knowledgeable

Education

The Art Institute

Los Angeles, CA • 2010

Bachelor in Science

Media Arts & Animation

Los Angeles Valley College

Los Angeles, CA - 2004

Associate Degree in Art

Graphic Design

Languages

- English
- Ukrainian
- Russian

Professional Summary

- Strong creative abilities to perform art that requires innovation, style and generation of ideas.
- Remarkable experience with motion graphics, typography, illustration and design.
- Skilled in tradition and digital drawing, animation, matte painting, texturing, lighting, compositing.
- Able to work independently with minimal supervision.

Work History

2010

2008

2014	Freelance Graphic Artist
Present	"InnArts" - Los Angeles, CA
	Assembling the final video sequence, from the raw camera footage for various types of advertisements from concept to completion, such as social media, websites, and events
	Developing 2D computer graphics and animated motion graphics designs
	Design and develop illustrations, photo editing, and page layout for use in technical materials, manuals, and publications
	Meet with client to determine marketing and design vision, scopes of work, and budgets and deliverable timeframes.
2011	Freelance Matte Painter/3DModeler
2012	"Midnight Wind" Production - Montreal, Canada
	- Generating organic models of environments from pre-determined concepts
	Painting and texturing 3D models in Photoshop 3D
2010	3D Conversion, VFX Artist
2011	"StereoD" - Burbank, CA
	Creating mattes that accurately reflects the motion of a particular object over a series of frames
	• Working on feature films "Gulliver's Travels," "Thor", "Captain America"
2010	After Effects Artist
2010	"Possible" Production - Burbank, CA
	 Assisting computer generated light effect for Robyn and Deadmou5 MTV music clip

Animator / Character Designer

"Red Giant" Production - Santa Monica, CA

Digital illustration of main characters in Adobe Illustrator

Animating camera movement, character and light effects in AE