



Anastassia Drobyazko

Visdev, Character/BG Design & Illustration

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Experience

Oct 2025-present - **CHARACTER CONCEPT ARTIST**

-Creating concept art and designs for main and supporting characters for animated film.

Jan 2025-Mar 2025 - **BACKGROUND DESIGNER // Titmouse, Inc**

-Bg designer for Towa and the Guardians of the Sacred Tree
-Creating background designs, maps, and layouts based on animatics, concept art and references for unannounced project
-Working closely with director, supervisors, and production to develop locations and look of the project

2023-present - **FREELANCE**

-Creating illustrations, character and outfit designs, consulting on designs, tattoo designs, book covers, paintings

June 2019-Nov 2022 - **BACKGROUND DESIGNER // Titmouse, Inc**

-Shows: Midnight Gospel, Tigton Season 2, Arlo the Alligator Boy, Q-Force, Bless the Harts, The Harper House, Pantheon, Scavengers Reign, Digman!
- Created background layout designs based on animatics for animated TV shows and movies.

June 2020 - **BACKGROUND DESIGNER FREELANCE // Netflix**

-Arlo the Series
-Created background designs based on animatic

July 2019 - **DESIGN CONSULTANT**

- Helped improve existing logo designs for company.
- Based on requirements, identified from final selection and provided edit notes on logo design.

Dec 2017-Jan 2018 - **VISUAL DEVELOPMENT ARTIST**

- Created landscape exterior and interior backgrounds under strict deadlines.
- Designed human and animal character designs for TV show

Dec 2017-June 2018 - **BACKGROUND/CHARACTER DESIGNER**

- Illustrated painted interior backgrounds for animated short.
- Provided initial sketches for the main character design.

Education

Art Center College of Design.

Pasadena, 2012-2016

Bachelor of Fine Arts

Illustration:

Entertainment Arts, and Motion track

UCLA School of Art and Architecture.

2011 (Summer)

Studio Art A

Skills

Background Design
Character Design
Prop Design
Visual Development
Concept Art
Illustration

Digital Software:

- Photoshop
- Illustrator
- Indesign
- Blender
- Cinema 4D
- After effects
- Maya
- Premier
- Sketchup
- Sculptris

Traditional Mediums:

Oils, acrylics, gouache, watercolor, pastel/charcoal, ink, pencil