

# Anastassia Drobyazko

Visdev, Character/BG Design & Illustration

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## Experience

**VISUAL DEVELOPMENT ARTIST + CHARACTER CONCEPT ARTIST**
*Oct 2025-June 2026*
-Created concept art and designs for main and supporting characters for animated film, from sketches to exploration, to final designs

**ENVIRONMENT / BACKGROUND DESIGNER // Titmouse, Inc**
*Jan 2025-Mar 2025*
-Bg designer for Towa and the Guardians of the Sacred Tree
-Created background environment designs, maps, floor plans, and layouts based on animatics, concept art and references, for visual continuity and storytelling, scale, grounding, and staging
-Working closely with director, supervisors, and production to develop locations, environments, templates, and look of the project

**FREELANCE -** *2023-present*
-Creating illustrations, character and outfit designs, logos, consulting on designs, tattoo designs, book covers, paintings

**BACKGROUND DESIGNER // Titmouse, Inc -** *June 2019-Nov 2022*
-Shows/Features: Midnight Gospel, Tigtone Season 2, Arlo the Alligator Boy, Q-Force, Bless the Harts, The Harper House, Pantheon, Scavengers Reign, Digman!
- Created background layout designs with architecture and landscape design based on animatics for animated TV shows and movies

**BACKGROUND DESIGNER FREELANCE // Netflix -** *June 2020*
-Arlo the Series
-Created background designs based on animatic

**VISUAL DEVELOPMENT ARTIST -** *Dec 2017-Jan 2018*
- Created landscape exterior and interior backgrounds under strict deadlines.
- Designed human and animal character designs for TV show

**BACKGROUND/CHARACTER DESIGNER -** *Dec 2017-June 2018*
- Illustrated painted interior backgrounds for animated short.
- Provided initial sketches for the main character design.

Interests: Tennis, Fencing, Piano, Ballet, Reading, Nature, Animals, Ships

## Education

**Art Center College of Design**.
*Pasadena, 2012-2016*
Bachelor of Fine Arts
Illustration:
-Entertainment Arts
-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

**Languages**:
English, Russian