

Natasha Dushkova

Motion Designer | Animator | Artist

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Sunnyvale, CA

SKILLS

Creativity: Graphic design, interior design, kinetic typography, vector art, 3D modeling, animation, video editing, hand sketching, painting, photo editing/manipulation.

Development: HTML, CSS.

TOOLS

Web Design: Dw, Xd, Sketch, Figma, InVision, Zeplin, Adobe Dreamweaver;

Motion: Maya, Adobe Animate, Adobe AfterEffect, Adobe Premiere, Cinema 4D;

Graphics: Adobe Illustrator, Adobe Photoshop, Corel Painter, Corel Draw, Google SketchUp, AutoCAD;

EXPERIENCE

Motion designer & Social Media Manager

Sunnyvale, CA, Bits Bytes And Pixels LLC, Apr 2019 - Present:

- Attracted new subscribers and increased customer mailing list by designing, editing and publishing original, engaging social media content such as Banners, Flyers, Updates, Events, and Media, which resulted in full classes and waiting lists.
- Designed brand identity elements, composed and edited video content, which resulted in the launch of the company's Youtube and Instagram channels.
- Maintained a schedule of updates, which doubled the number of followers on social media platforms.

Art Teacher/Freelancer,

Sunnyvale, CA, Self-employed, Sep 2015 - Aug 2019

- Lead students with no art experience from basics to portrait paintings.
- Created individual plan of work for students, considering their personality, experience, abilities, to overcome their blockers and make their strengths work for them.
- Helped students to publish their series of paintings in five different magazines.

Product Designer,

Minsk, Belarus, Golden Coach Studio, Jul 2013 - Apr 2014

- Designed a new collection of premium interior doors in collaboration with engineers and 3D- modelers, which brought five new retailers to the company.
- Designed company brand identity elements.
- Designed and implemented hand-made art decor for custom pieces, in order to create a unique, one of a kind look, using gold leaf application, stencils, patina, hand painting, etc.

Interior Designer

Minsk, Belarus, Art Studio Bastalia, Oct 2008 - Jul 2013

- Performed research, participated in concept development, utilized traditional and digital tools for creating sketches and project graphics under pressure and tight deadlines.
- Implemented projects on-site as a member of a big team on various architecture and art projects of national importance, using techniques of restoration, contemporary and historic painting.
- Designed exhibitions, presented and performed during the show for exhibitions in order to create an immersive experience for visitors.

VOLUNTEERING

ACM SIGGRAPH Conference 2017 - Student Volunteer

VR Arcade Conference 2019 - Student Volunteer

AWARDS

Award-winning Animated Short Film *'Brink'*, Animation Career Review Animation Contest

Role: Team Lead. Responsible for Story, Script, Layout, and Animation. Oversaw production schedule and delivery.

A showcase of the Academy capstone project on the local news portal: concept project of the historical building memorial installation.

EDUCATION

- General Assembly, San Francisco, CA 2019
User Experience Design
- Cogswell College, San Jose, CA, 2016 - 2017
Concentration in **3D Animation** (18 Units completed): Intro to Animation; Animation - Bodymechanics, Game Animation, Portfolio, intro to VR/AR production, 3D Modelling
- Foothill College(3 Units completed): Digital painting
- San Jose City College(6 units completed): **Web Design** - intro to HTML and CSS; Web Animation
- Belarusian Academy of Arts, Minsk, Belarus, 2008 - 2013
Master of Arts, Major in Furniture Design | Bachelor of Fine Arts, Major in Design