Irina Martirosyan

Contact

Email: Irinatopmail@gmail.com
Website: https://irina.pw/

Experience

2020-2024:Freelance Artist

Responsibilities: 2D character art, 3D asset and character creation for independent video games and short films.
Tools: Maya, Photoshop, ZBrush, Roblox Studio

2023:Day For Nite — Asset Artist Intern
Responsibilities: Learning to create assets for live action production as well as getting familiar with the rest of Previsualization process
Tools: Maya, After Effects

2023:Animation Libation Studios — 3D Modeler
Responsibilities: Designing and modeling a character
Tools: Maya, Photoshop

2022:The Swindler Project — 3D Generalist
Responsibilities: Designing, modeling, texturing and rigging a character. Modeling some of the props, animation, and rendering
Tools: Maya, Arnold, Substance Painter

2021:Silverstein Projects — General Artist
Responsibilities: Making 2D animations, assets, textures and promotional art for educational video games
Tools: Photoshop and Maya

Education

Gnomon: 2023

Individual Course: Character Creation for Games

California State University, Northridge: 2021 – 2023
Bachelor of Arts (3D Animation)
Dean's List: Fall 2021, Spring 2022, Fall 2022
Awards: Animation Faculty Award
Clubs: Animation Student League of Northridge, Game Development Club

Glendale Community College 2018 – 2021
Graduated with Associates in Studio Arts

Skills

Proficient:
- Autodesk Maya
- ZBrush
- Adobe Photoshop
- Organic Modeling
- Hard surface modeling
- Traditional and digital drawing

Familiar:
- Adobe Substance Painter
- Adobe After Effects
- Unity
- Unreal Engine
- 3D Animation
- Compositing
- Rigging

LANGUAGES

English

Russian

Armenian