

Irina Martirosyan

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Tujunga, LA, CA

Professional Summary

A skilled and adaptable artist with BA in animation, working knowledge of industry standard software and years of experience creating designs, models, animations for games as well as other projects.

SKILLS

- 3D modeling: both low and high poly game ready characters, props and environments
- Creating textures, animations and basic rigging for 3D models
- 2D design, illustration, icon creation
- Able to maintain style consistency and adapt to different art styles
- Software: Autodesk Maya, ZBrush, Adobe Photoshop, Substance Painter, Unreal Engine, Office software

EXPERIENCE

Freelance Artist 2020 – Present

- Custom-designed and 3D printed everyday objects such as plant pots, outlet covers, pen holders and more
- Designed, 3D modeled low poly assets for independent creators
- Made character illustrations and 2D avatars

Asset Artist Intern Day For Nite 2023

- Learned to create assets for live action production and became familiar with other aspects of previsualization process

3D Modeler Animation Libation Studio 2023

- Designed and modeled a character using Autodesk Maya

General Artist Silverstein Projects 2021

- Made 2D animations, assets, textures and promotional art for educational video games
- Made icons, sprite sheets and contributed on UI design

Manager and Instructor Doha Taekwondo 2018 – 2020, 2023 - Present

- Managed administrative operations including member registration, payments, communication, event organization, inventory management, and media content creation.
- Structured and led classes for children, teens, and adults; broke down complex techniques into progressions, and guided students through skill development.

EDUCATION

California State University, Northridge 2021 – 2023

Bachelor of Arts (Animation), cum laude

Gnomon 2025

Character modeling for games (individual course)