

## Yuliya Parshina

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### **REEL**

[www.parshina.com](http://www.parshina.com)

### **SKILLS – 3D**

Shading, texturing (painted and procedural), uv-mapping, lighting, animation, modeling, rigging.

### **SKILLS – 2D**

Motion graphics, photo retouching and reconstruction, texture and matte painting, digital and traditional illustration, prop making.

### **SOFTWARE**

Photoshop (7 years) | After Effects (7 years) | Maya (6 years)  
Illustrator (6 years) | Flash (3 years) | Final Cut Pro (2 years)

### **EDUCATION**

*School of Visual Arts*

BFA in Computer Art, Accelerated Program for 3d Animation

*Brooklyn College*

2 years as Photography and Foreign Language student

*Lorenzo Di Medici—Florence, Italy*

1 semester as Fine Arts and Italian Language student

### **LANGUAGES**

English, Russian, Italian

## **PROFESSIONAL EXPERIENCE**

### ***Pratt Institute***

**Fall 2010 - Spring 2011**

Visiting Instructor (After Effects)

### ***Local Projects***

**Feb 2010 - Present**

Motion graphics designer and animator (After Effects, Photoshop)

- Motion graphics animation and motion design for a variety of museum exhibits, including work on the 9/11 Memorial Museum (beginning January, 2011).
- "Only In America" – permanent hall-of-fame museum exhibit for National Museum of Jewish American History in Philadelphia, PA (completed for the Nov, 2010 museum opening)

### ***Euro RSCG***

**Aug 2008 - Jan 2010**

Staff motion art director and animator (After Effects, Maya, Flash, Final Cut, Photoshop, Illustrator)

- Art direction and After Effects for Lacoste "Momentum" winter 2009 microsite
- After Effects animation for NYSE – Times Square billboard
- Flash animation for NYSE online microsite, banners and screen saver
- After Effects animation for Claritin online microsite
- After Effects animation for Volvo's corporate video presentation
- Assistant art direction for Volvo North America website
- Maya modeling, shading, lighting and animation for Tonic internal microsite

### ***Mercy College***

**Fall 2008**

Adjunct professor

### ***American Museum of Natural History***

**Feb 2008 - May 2008**

Motion graphics animator and designer (After Effects, Maya, Illustrator, Photoshop, Final Cut)

- "The Horse" exhibit – Muse award-winning international exhibit that premiered at AMNH for 6 months, now traveling.

### ***Icontent***

**Jan 2008 - Feb 2008**

Motion graphics animator and designer (After Effects, Illustrator, Photoshop)

- Conde Nast – Domino magazine promotional video

### ***Riot***

**Jan 2008**

3d animator (Maya, Photoshop)

- Commercial pre-visualization

***Renegade Marketing Group*** **Jan 2008**

Motion graphics animator and designer (After Effects, Illustrator, Photoshop)

- Songdo City corporate campaign

***Riot*** **Dec 2007**

Texture artist (Maya, Photoshop)

- Commercial pre-visualization

***Icontent*** **Dec 2007**

Motion graphics animator and designer (After Effects, Illustrator, Photoshop)

- Conde Nast – events promotional campaign

***Riot*** **Nov 2007**

Animator (Maya)

- Maryland Lottery TV ad

***Street Gang*** **Oct 2007 - Nov 2007**

Motion graphics artist (After Effects, Photoshop)

- Two promotional ads for Versus cable network

***Stardust*** **Sep 2007 - Oct 2007**

Texture artist, matte-painter (Maya, Photoshop)

- Trident TV campaign (for broadcast in Europe)

***Brand New School*** **Jul 2007 - Sep 2007**

Texture artist, matte-painter (Maya, Photoshop)

- "Mitsubishi" TV campaign (for broadcast in Russia)

***Stardust*** **Jun 2007 - Jul 2007**

Texture artist, matte painter (Maya, Photoshop)

- "Nike World" TV campaign

***Brand New School*** **Jan 2007 - Apr 2007**

Texture artist (Maya, Photoshop)

- Chase "Glow" TV campaign
- AT&T "Napster" TV campaign

***Renegade Marketing Group*** **Aug 2006 - Jan 2007**

Staff 3d, motion graphics, and video artist (Maya, After Effects, Photoshop, Illustrator, Final Cut, DVD Maker Pro)

- Panasonic website user instruction videos
- Oxyride batteries – Consumer Electronics Show, Las Vegas

***New York Guggenheim***

**Oct 2006**

Designer and animator on a video graphics projection for "Mixing Fontana" concert  
(traditional, Photoshop, After Effects)

- Lucio Fontana exhibit

***Mechanism Digital***

**Jun 2006 - Aug 2006**

Texture artist (Maya, Photoshop)

- "Engineering Empires" (a History Channel TV series)

***Renegade Marketing Group***

**Apr 2006 - May 2006**

Motion graphics artist (After Effects, Illustrator)

3D animator (Maya)

- Panasonic website - animated home-theater tutorials
- Oxyride Batteries campaign

***Baby First TV***

**Apr 2006**

Concept artist (traditional, Photoshop)

- Participated in a brainstorm and provided concept art for several BFTV pitches

***Little Airplane Productions***

**Nov 2005 - Apr 2006**

Designer (Photoshop/traditional)

Freelance rigger (Maya test project)

- "Wonder Pets" (a Nick Jr. TV series)

***SVA, Computer Art, Accelerated Program 2005***

**May - Sep 2005**

Animator (Maya)

Compositor (After Effects)

- "Sounds Good Enough to Eat" (a Nick Jr. project)

***Worlds Away***

**Jul 2005**

Animation/rigging/textures intern (3d Studio Max/Photoshop)

- "Hopeless Pictures" (IFC series)