

Ani Vardanyan

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Versatile Artist

Illustrator | Animator | Digital Media Designer | Fine Artist | Visual Storyteller

Impressive online portfolio and passion for creating imagery, designs, and environments that immediately engage the audience. Respected for meeting demanding deadlines, thriving in fast-paced environments, and inspiring others to produce their best work. Dedicated to finding the most cost-effective and creative solutions for all challenges. Team member known for demonstrating excellent communication skills, collaborative style, and spectacular imagination.

Competencies / Capabilities

Storyboard | Animation | Character Design | Creative Vision | Prop Design | Strong Drawing Skills | Concept Ideation | Color Theory | Creative Exploration | Pattern & Environment Design | Human & Creature Anatomy | Lighting & Composition | Architectural Concepts for Environment | Content Creation | Costume Design

Professional Experience

Freelance Artist | Diverse Assignments, 2015 to Present

- Developed 46 vibrant and enchanting illustrations for “Ghost Tail,” a book by Edwin Heavin scheduled for publication in 12/2020. Illustrated “The Mind Palette” book by Arusyak Ohan which was translated for international distribution. Co-illustrated memorable characters for “Soorb Sargis” book edition. Collaborated effectively with authors.
- Produced engaging line drawings for Coding Catalyst, a web design Bootcamp.
- Sold paintings for thousands of dollars through art galleries, exhibitions, and online auctions such as qart.com.

Art Teacher | TCA Arshag Dickranian School, 2011 to 2015

Taught students to master a rich variety of styles, techniques, and media through dynamic training activities. Provided mentorship and inspired creativity and self-expression for students who won major US art contests. Painted backgrounds, designed costumes, and created props for a musical that raised thousands of dollars for the school. Leveraged time management and organizational skills.

Education

Academy of Art University, San Francisco, California Expected 12/2022

Bachelor of Arts | Major: 3D Animation and Visual Effects

Notable Coursework: Animation & VFX; Computer Graphics for Animation; 2D & 3D Animation Principles & Techniques; Pose-to-Pose Animation; Stop-Motion Animation; Sketching for Communication; Editing & Cinematics for Animation & VFX; Preproduction Principles; Art Composition for the Artist; Visual Effects; 3D Modeling & Animation; Digital Painting; Fundamentals of Texturing & Lighting; Art History; Scripting; Short Story Writing; Collaborative Project; Light, Sound, & Motion Physics; History of Comics; Collaborative Project; Figure Drawing; Computer Animation Production; 3D Character Animation

Yerevan Academy of Fine Arts, Yerevan, Armenia 04/2011

Bachelor of Arts | Major: Fine Arts – Drawing and Painting

Mastered, drawing, traditional painting, and rendering techniques. Studied composition, perspective, color and lighting theory, human and animal anatomy, character and costume design, philosophy, and pre-color preparation technology. Honor student for 3 years. Recipient of Scholarship for Excellence.

Udemy Courses: Maya Modeling, Maya Texturing, Digital Painting in Photoshop; Creativ Heads – Character Concept Art Design

Digital Painting Studio: Photoshop Concept Art Character Design, Painting Environments, Painting Faces, Concept Art Architecture, Creature Painting, Painting Figures

Technology / Software

Autodesk Maya, Mudbox, and SketchBook; Adobe After Effects, Illustrator, and Photoshop; Headus UVLayout; TVpaint, Toon Boom Harmony.

