



Elena Rasskazova

Rigging | Technical Artist

 Digital Portfolio  elenaworkart@gmail.com  Elena Rasskazova

SKILLS

Autodesk Maya



Use of all tools available for rigging and other tasks

ZBrush



Modeling organic or hard surface models

Python/MEL/PyMEL



Custom tools for rigging and animation purposes

Unity



Ability to create any kind of visual effects for games

Unreal Engine



Control Rig and animation essentials

VRay



Use of plug-in for rendering, texturing and lightning

LANGUAGES

English

Level C2, full working proficiency

Russian

Native language

Spanish

Basic proficiency

PROFESSIONAL EXPERIENCE

Marketing Lead, *Capitol Square Dental*

- Working with different teams to create, deliver, edit and optimize all marketing materials
- Building and managing the company's social media platforms and presence
- Organizing all aspects of executing marketing events, customer events, and potential partner sessions

Assisting Manager, *DigiPen Institute of Technology*

- Communicating with guardians of school students and resolving management complications
- Organizing and managing attendance, broken property, weekly reports, and documentation
- Planning and organizing different social activities for students during free and after class time

Facial Capture Specialist, *AT&T Shape*

- Managing complex software systems to showcase the best experience in facial capture technology
- Communicating with potential clients in person and through online platforms to increase social coverage
- Providing professional assistance to customers and partners in understanding facial capture technology

PROJECTS

Technical Artist, *Pogglewash*

- Creating and revising all in engine rigs using collaboration and animator feedback
- Providing a seamless animating experience using custom tools and tech reiteration
- Developing a structured pipeline for executing tasks on the Technical Art Team

EDUCATION

Bachelor's in Fine Arts and Digital Art and Animation, *DigiPen Institute of Technology*

Completed

Bachelor's in Fine Arts, *New York Film Academy*

Unfinished