

# Yekaterina Bourykina

**Phone:** 817-300-4561

**Email:** YBourykina@gmail.com

**Portfolio:** <http://ybourykina.com> or [katia3d.com](http://katia3d.com)

**WIP Blog:** <http://ybourykinasketch.blogspot.com>

## Education

### Portfolio

Working on personal art projects and polishing my skills :)

Jan 2013

### Hazardous' Female Character Modeling Workshop

Character Modeling

High poly sculpting, high-end low poly re-topology, unwrapping, baking, texturing, rigging and skinning, posing, lighting, and real time shader setup :)

Aug 2012

### The Art Institute of Dallas

Bachelor of Fine Arts in Media Arts and Animation

Specializing in Character and Prop Modeling, and Conceptual Artwork

March 2010

## Software

3DS Max

Zbrush

Headus UV Layout

Crazybump

XNormal

Topogun

3d-Coat

Deep Paint3D

Adobe Photoshop

Marmoset

VRay

## Skills

- High and low poly modeling, unwrapping/packing, baking, and texturing hand-painted and realistically.
- Very detail oriented and a hard worker, willing to stay extra hours to complete projects.
- Organized and uses an efficient work flow and quickly adapts to new environments as well as pipelines.
- Works well both in teams and independently.
- Strong hand skills in traditional media and digital.
- Self motivated and very driven.
- Bilingual: Russian/English

## Work History

**Blizzard Entertainment: Associate Character Artist** Irvine, CA July 2013 - Present

- Concepting, modeling, unwrapping, baking, and painting models for World of Warcraft.

**PicturePlane Imaging: 3d Illustrator** Arlington, TX May 2010 - Jan 2013

- Creating 3d models and finalizing illustrations for clients like Hasbro, EA, Activision, Disney, LucasArts, THQ and more.
- Taking developer provided in-game models and up-rezing/re-building them to cinematic quality and posing for large format printing.
- Making art for video game covers, magazines, posters, banners, toy boxes, style guides, trading cards, and more.

**Lunatic Studios: Freelance** Dallas, TX Apr 2010 - Dec 2011

- Modeled low poly characters for RPG Aphelion: Episode 2: Wings of Omega for Xbox Live Indie.
- Next-gen character modeling for an unannounced project.

**The Art Institute of Dallas: Print Lab Student Worker** Dallas, TX Oct 2008 - Mar 2010

- Assist teachers and students in all projects relating to copying and printing.
- Aid students in understanding Photoshop and other programs that we work with and solve any problems they might have.

**Lunatic Studios: Freelance Character Modeler** Dallas, TX Nov 2009 - Dec 2009

- Modeled a creature boss for RPG Aphelion: Episode 1: Graves of Earth for Xbox Live Indie.

**AiD: Teacher's Assistant for Adv. Lighting & Material** Dallas, TX Oct 2009 - Dec 2009

- Assisted students in understanding casting normals and aos as well as overall texturing.

**AiD: Teacher's Assistant for Character Modeling** Dallas, TX July 2009 - Oct 2009

- Helped students to understand and utilize 3d Max and Zbrush.

