



# Tatyana Dzyura

## Look Development Artist

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tatyanadzyura.com

## EXPERIENCE

### Nickelodeon Animation Studios

*Look Development Artist - Unannounced Project July 2022- September 2023*

- Surfaced and developed the look for 3D environments, props, and characters
- Worked closely with Art Director to create new looks and workflows for key aspects like hair and trees using color management and scene linear workflow
- Applied workflow templates to assets to achieve cohesion with external studio
- Prepped assets for delivery to external studio

### Nickelodeon Animation Studios

*Freelance Texture Artist - Unannounced Project February 2022-May 2022*

- Collaborated with Art Director to achieve desired look
- Character Surfacing
- RND new methods for stylistic look

### Moonbug Entertainment

*Junior Texture Artist on Cocomelon - October 2020-July 2022*

- Performed texture painting and setup shader networks for CG Characters, props, and sets
- Assisted in creating pipeline tools to streamline look development workflows
- Collaborated with design department in order to achieve desired look

### Savannah College of Art and Design

*Wander - Animated Short Film 2019*

- Surfaced characters in Houdini using Arnold
- Coordinated between different departments to ensure a high quality product
- Used Houdini hair system to create grooms and environments
- Used proactive problem solving skills

## EDUCATION

*Savannah College of Art and Design*

*BFA Animation*

*Fall 2016-Spring 2019*

## SKILLS

3D Modeling  
Surfacing/ Look Development  
Grooming Hair & Fur  
Lighting/ Compositing  
Rendering  
Team Management  
Traditional/Digital Painting  
Organized

## SOFTWARE

Redshift  
Arnold  
Renderman  
Adobe Creative Suite  
Linux  
Windows  
ShotGrid  
Maya  
Houdini  
Zbrush  
Substance Painter  
Substance Designer  
Mari  
Nuke  
Xgen

*\*References and Demo Reel Available Upon Request*