S Y L V I A
K O S O W S K I

Visual Development Artist
with technical background

CONTACT

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SOFTWARE FAMILIARITY

- Photoshop
- Maya
- Unity
- Premiere
- Shotgrid/RV
- Houdini
- Nuke
- After Effects
- Storyboard Pro
- Linux environments

EDUCATION

Carnegie Mellon University
- Bachelor of Computer Science and Art
- August 2012 - May 2016

Oatley Academy of Visual Storytelling
- Online classes in digital painting and visual storytelling
- 2020 - Present

SUMMARY

I have worked in the animation and games industries for 7 years as a technical director, and I am currently looking to make a transition into visual development. Supporting artists on various productions has given me a deep knowledge of artist workflows, and I hope to leverage this by creating art that is able to cleanly solve production problems. Through my personal projects, I have built up experience in digital painting and designing environments, characters and props.

WORK EXPERIENCE

WALT DISNEY ANIMATION STUDIOS — January 2021 - Current

General Technical Director
- Supported artists in production on CG feature animation films, by troubleshooting issues across all departments and developing artist-friendly tools for content creation.
- Worked with Universal Scene Description (USD) framework to facilitate collaboration between artists and create clean workflows for CG data.
- Supported technical animation (cloth/hair) team with workflow optimizations.
- Film credits include *Encanto (2021)* and *Strange World (2022)*.

RIOT GAMES — January 2016 - December 2020

Senior Technical Artist - League of Legends   *March 2018 - December 2020*

- Created Python tools for the art pipeline of an online multiplayer game.
- Supported various artist teams including illustration, rigging, and animation.
- Developed a system that tracks and manages art data for game assets.
- Developed visual rig-builder tool suite in Maya to aid in the creation of 3D character rigs.
- Created animation exporter to configure animation sets for characters and props.
- Animated a set of behaviors for an in-game prop using Maya.
- Implemented outsourcing pipeline for the transfer of art assets to/from vendor studios.

Technical Artist - CG Development   *January 2016 - March 2018*

- Developed Python tools for a new CG pipeline during production of an animated short.
- Closely collaborated with artists in all departments to troubleshoot issues and design solutions to workflow problems.
- Built import/export tools to manage the flow of CG art data between departments.
- Designed and implemented animation tools, including a corrective blendshapes system, animation constraint tool, and data validation system.

TEACHLEY — May 2015 - August 2015

Game Development Intern

- Created iPad games using Unity/C# for an educational games startup company.
- Designed and implemented game logic, controls, level systems, and difficulty adjustment.

AUTODESK — June 2014 - August 2014

Interactive Social Storytelling Intern

- Designed gallery exhibit in which visitors interacted with an LED sculpture via Twitter.
- Developed program to parse Tweet commands to activate light animation on the sculpture.

PERSONAL PROJECTS

SHORT FILM - *"False Shepherd"* — Ongoing
- Working on visual development, story, character design, environment design, and animation for an upcoming 2D animated short film.

DIGITAL PAINTING ANIMATION TOOL — January 2016 - May 2016

- Designed and implemented an animation tool which uses image analogy techniques to generate painterly 2D animation.
- Won *Award for Artistic Excellence* at Carnegie Mellon's undergraduate research symposium.