

Natalia Mitiuriev

3D Rigger | 3D Animator | 3D Modeler | Illustrator

Hyattsville, MD

mitiuriev.natalia@gmail.com

Portfolio: <http://tuliemit.wixsite.com/nmitiuriev>

SKILLS

Animation | 3D Modeling | Voice Acting | Digital Illustrations | DIY Motion Capture | 3D Rigging

EDUCATION

University of Maryland Baltimore County, Baltimore, MD - *Bachelor of Fine Arts*. May 2019

Prince George's Community College, Largo, MD - *Associate of Arts*. May 2016

SOFTWARE

Blender | Maya | Unity | TouchDesigner | After Effects | Photoshop | Illustrator | Unreal | Krita

EXPERIENCE

- ❖ **Junior 3D Character Artist**
February 2022 - Present
 - Character clothing and detailing for an unannounced game project for Copias LLC
 - ❖ **Indie 3D Generalist, 3D Animator, Concept Artist**
January 2021 - Present
 - Animated and rigged a character for a cutscene in *Try To Fall Asleep*.
 - Character artist and 3D hair stylist for ZnelArt's *The Villain Simulator*.
 - VRChat character artist through independent commissions.
 - ❖ **3D Generalist, Concept Artist**
October 2020 - January 2021
 - Visualized characters, and rigged characters for the independent game *Love Letter: My True Feelings*.
 - ❖ **Digital Illustrator - Psych2Go**
January 2016 - Present
 - Create digital illustrations for the online psychology magazine *Psych2Go*.
 - ❖ **YouTube Content Creator**
November 2014 - Present
 - Provide digital concept video tutorials, VTubing content, and served as a voice acting partner for the *Undertale Abridged* series.
 - ❖ **Imaging Research Center Art Intern - UMBC Internship**
January 2019 - May 2019
 - Rendered 3D buildings as a part of the Early Baltimore Project, while also converting and optimizing those buildings into the Unreal Engine.
 - ❖ **3D Modeler, UV Artist - UMBC Capstone Video Game Project**
May 2018
 - Modeled and textured assets for a two-player platformer game for the *Annual Undergraduate Research and Creative Achievement Day*.
 - ❖ **Video Game Project Lead - UMBC's Game Developers Club,**
October 2017 - May 2018
 - Proposed and headed an indie video game project with the club for the *Annual Undergraduate Research and Creative Achievement Day*.
 - ❖ **Art Assistant, PG Community College's Arts magazine - Reflections**
January 2015 - December 2015.
 - Created 3D digital stills for the college's literary arts magazine.
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HONORS

- ❖ **UMBC Honors College Graduate 4.0 GPA**, Spring 2019.
- ❖ **Awesome Con, Indie Video Game Showcase**, March 2018.
- ❖ **Recipient, Keiri Beams Award**, Prince George's Community College, Spring 2016.