

YOANA GEORGIEVA

CG ARTIST/ GENERALIST

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I have always loved games! When presented with the amazing challenges that they offer, I jumped at the opportunity to learn and create as much as possible.

I like all things exciting and colourful and I try to bring a bit of fun into everything I do!

Education

2022 - 2018

Bachelor of Arts in Computer Graphics

The Animation Workshop, Viborg, Denmark

2017 - 2014

BA (Hons) Animation (2D and Stop Motion)

The University of South Wales, Cardiff, UK

Experience

"Deep Rock Galactic"

Game, Unreal Engine

CG ARTIST INTERN

GhostShip Games, Copenhagen, Denmark

"Fayburrow"

Game, Unity

CG GENERALIST/ PRODUCTION MANAGER

The Animation Workshop, Viborg, Denmark

"Plastic Punches"

3D Commercial

CG GENERALIST/ PRODUCTION MANAGER

The Animation Workshop, Viborg, Denmark

"Tochki"

2D short film

2D AND 3D GENERALIST

The Animation Workshop, Viborg, Denmark

Software

Unity
Maya
Zbrush
Substance Painter
Substance Designer
Marmoset Toolbag
Adobe Photoshop
Adobe Premiere Pro
Mari
Nuke

Skillset

Design and
Visual Development
Modelling
Sculpting
Texturing
Shading
Lighting & Rendering
Rigging

Languages

English - fluent
Bulgarian - native
Spanish - un poco
Danish - hej hej
jeg er en kylling