

# Eugenia Vardanian



Story and Art

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## Education

ArtCenter College of Design, Pasadena CA — *BFA*  
*Illustration Entertainment Arts* Fall 2018 - Spring 2022

Glendale Community College, Glendale CA  
Fall 2016 - Spring 2018

## Experience

Fall 2021 Freelance Character Designer, The Third Cartel  
Mobile Game Developers

I designed two avatars and an environment for the development of their new mobile game. With in depth communication and collaboration, I used shape and color to create fun and exciting characters for their imagined world.

Summer 2021 Freelance Artist Booth, Travel Town Museum, LA

I painted postcards and ink-drawings of narrative-driven scenes with trains. I managed my own artist booth at the Travel Town Train Museum on Depot Day, a festival for the foundation. I sold and presented my original artworks to both visitors and staff.

Spring 2020 Technical Lab Assistant, ArtCenter College of Design

I worked with many artists to print their creative work and guided them in optimizing their image quality through photoshop. I solved photoshop technical and design issues for many of my peers.

Fall 2019 Teacher's Assistant for Jeffery Smith, ArtCenter College of Design

I organized presentations and assisted in model drawing demos. I helped lead critique and supervised students' creative assignments that focused on head and hands drawing.

## Skills

Storyboard Pro  
Photoshop  
Maya  
Illustrator  
InDesign  
Acrylic  
Ink and Brush

## Awards

2019- 2022 Art Center UG  
Scholarship award for  
academic and creative  
excellence.

June 2017 ASGCC  
Scholarship for great  
execution of artwork and  
projects.

## Languages

English, Russian,  
Armenian

