

# VALERIE JANE PAYKOV

Animator | Storyboarder

## EXPERIENCE

### ShadowMachine

**2D Animator** | *10 Year-Old Tom* Jan. 2021 - Present

- Develop key poses from general staging directions.
- Nuance animated actions.
- Maintain character designs and animation style.

**Retake Animator** | *Little Demon* Nov. 2020 - Dec. 2020

- Revised existing 2D animation from director's notes.
- Posed and edited Harmony character rigs.
- Multi-tasked and polished scenes for daily quotas.

### Jellyvision Labs

**Motion Designer** May 2019 - Jan. 2020

- Created motion graphics from scripts and storyboards.
- Ideated with a team.

### Phosphor Studios

**Illustrator** May 2018 - Aug. 2018

- Digitally painted characters/environments.
- Concepted and finalized game character poses.

### GoComics.com

**2D Animator** | [Sarah's Scribbles](#) Nov. 2017 - May 2018

- Translated viral webcomics into animated vignettes.
- Implemented feedback received from the producer and comic artist.

### DePaul University

**VR Storyboard Artist** | [Hominidae](#) Apr. 2017 - June 2018

- Drew multiple storyboards and assets in accordance with the director's ideas.
- Featured in Sundance 2020.

**Asset Artist** | *Illuminatus* Jan. 2017 - Jan. 2018

- Illustrated backgrounds and limb assets for After Effects puppet animation.
- Developed character turnarounds and remained stylistically consistent.

## CONTACT

Please refer to the "Contact" tab.

## TOOLS

Adobe Suite  
Dragonframe  
DSLR  
Storyboard Pro  
Toon Boom Harmony  
TVPaint

## SKILLS

2D/Rig Animation  
Character/Prop Design  
Graphic Design  
Motion Design  
Storyboarding

## EDUCATION

**DePaul University**  
BFA in Animation  
Minor in Illustration

## LANGUAGES

English  
Russian