

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

Summer 2022 Freelance Artist Booth, Travel Town Museum, LA

I designed Father's Day cards and stickers. I also sold my illustrations as posters during the event.

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 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
SketchUp
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

