

## Yana Obolski Digital Artist

I'm a Digital Artist with knowledge, experience, and passion, for the world of Motion Design, 3d Modelling, Compositing, Video Editing, post-production, styling and music.

I've been working with video art studios, gaming companies, and fashion studios, on commercials, video clips, and concept development.

I also have photography and production experience. Possess the ability to work well with others and is able to meet tight deadlines.

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### Relevant Work Experience

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|--------------------|--|
| 2014 - Present-day | <b>Freelance Digital artist</b><br>I've been working with clients such as gaming development companies on videos for their products. Worked with production houses on commercials that are shown on TV, and on music videos.   |
| 2021               | <b>Vurt Labs - Virtual production studio</b><br>- Post-production coordinator.<br>- 3D modeler - Created 3D assets based on 2D materials.  |
| 2018 - 2020        | <b>Machine Studio - Studio Manager</b><br>In this position, I managed the photography studio. From Pre-production, styling, photoshoots, videography, and Post-production. I've worked with some of the major fashion companies, on their e-commerce websites, TV productions, and catalogues materials. |

### Tools and skillset

Premiere Pro, Devinci Resolve, Blender, After Effects and Photoshop  
Basic knowledge of Houdini and Nuke.

### Languages

English, German, Hebrew, Russian