

PERSONAL DATA



Name: Karina Dushkova

Location: Lithuania, Vilnius

Mobile: +370 (678) 62-217

E-mail: dushkova.karina12@gmail.com

Telegram: https://t.me/Kariina_nikolaevna

Behance: <https://www.behance.net/ce3dbc41>

LinkedIn: <https://www.linkedin.com/in/karina-dushkova-18b262240/>

OBJECTIVE

Desired Position: Motion Designer, 2D Animator

SUMMARY OF QUALIFICATION

I'm a certified motion designer and 2D animator who likes to create and animate.

~1 year experience and constant self-education. Just check [my showreel on Behance](#) !

TECHNICAL SKILLS

- Adobe products (After Effects, Photoshop, Illustrator, Premier Pro, Media Encoder)
- AE Plugins: Element 3D, Trapcode Particular, Optical Flares, RubberHose, Motion Tools, Duik, Newton, Tracking, Saber
- Spine (2,5D Animation)
- Blender (basic knowledge)

ADDITIONAL SKILLS

- Classical Animation Theory
- Character Animation
- Color Correction
- Composition
- Keying

LANGUAGES

- English – Pre-Intermediate/Intermediate
- Russian – Native Speaker

EDUCATION

- **Alma mater:** 2009 – 2014 / Belarusian National Technical University, Mechanical engineering faculty / Engineer economist / Minsk, Belarus
- **UX Mind School:** [Motion Design](#) (01/2022 – 05/2022)
- **Video Smile:** [Super After Effects](#) (05/2022 – 06/2022)
- **Udemy:** [Spine 2D: Quick Start](#) (06/2022 – 07/2022)
- **ArtCraft Education:** [2D Animation in Spine](#) (07/2022 – 10/2022)

SEVERAL FACTS ABOUT ME

I'm an open-minded, creative and purposeful person who loves beautiful animation and doing high-quality work, constantly learning and improving my skills.

Owner of big red-headed cat named Shmelek :)

Will be happy to collaborate with the new team and ready for new challenges!

CERTIFICATES

- UX Mind School / 2022
https://drive.google.com/file/d/1HSzLw918cHr8IoI92WWF12rTxTw2RtF3/view?usp=share_link
- ArtCraft Education / 2022
https://drive.google.com/file/d/1tYiSqX_W7tQMeu2-R9kHP80iQmrphnBf/view?usp=share_link

PROFESSIONAL EXPERIENCE

Working for my portfolio (Self Education)	
Duration:	01/2022 – until now
Position:	Motion Designer, 2D Animator
Responsibilities:	<ul style="list-style-type: none">- constantly learning- working with mentor's feedback from courses- improving showreel- investigation of new approaches and techniques in AE products- doing homework- honing previous skills from courses
Tools & Technologies:	After Effects, Photoshop, Illustrator, Blender, Spine
Work Examples Links:	Behance Last showreel