

Anna Israfilova

Vancouver, BC
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[Linkedin](#) [Portfolio](#)

Concept artist with strong skills of design, storytelling and illustration. Experienced with incorporating a variety of softwares into workflow and working in a team. Passionate about contributing to a professional creative environment.

EDUCATION

Capilano University

Bachelor of Arts, Major in Interdisciplinary Studies

JAN 2026-PRESENT

Vancouver Film School (Vancouver, B.C.)

Animation Concept Art

OCT 2023-OCT 2024

- ❖ Studied fundamentals of designing for a production and the animation pipeline
- ❖ Diligently managed eight intensive courses at a time, including visual story, design studio, life drawing, digital painting and others
- ❖ Developed a multitude of designs matching existing IPs, while ensuring timely weekly delivery of assets for production phases.
- ❖ Successfully applied 3D modeling into workflow, speeding up production time and pushing believability of developed assets.
- ❖ Received and implemented feedback in a swift manner, consistently modifying over 15 variations of props at once according to notes.

EXPERIENCE

Crew Illustrator

Capilano Courier

DEC 2025-PRESENT

- ❖ Developing illustrations based on briefs according to the feedback of the editors.
- ❖ Revising drafts for final approval, accurately depicting the article's tone.

SKILLS

- Prop, Environment, and Character Design
- Illustration
- Communication
- Teamwork
- Time Management

SOFTWARES

- Photoshop
- Blender
- Maya
- Zbrush

LANGUAGES

- English (*Native*)
- Russian (*Fluent*)
- French (*Intermediate*)

AWARDS

- Image of the Term (2024)
- BC District Scholarship (2022)

Children's Drawing Instructor

Young Rembrandts

SEP 2025-PRESENT

- ❖ Delivering after-school lessons to children grades 2-6 step by step in a clear and educational manner.
- ❖ Introducing new art terms and skills while emphasizing their importance as well as keeping the kids engaged.

Character Concept Artist

Warriors of the Wind, Upcoming historical fiction game by Indie Developers

MAR 2025-MAY 2025

- ❖ Creating character concepts for the game's main characters while matching the desired art style.
- ❖ Depicting historically and culturally accurate details through character appearance and clothing.