

# YULIYA PYSHNA

2D ANIMATOR & RIGGER

## CONTACT

- +38097-827-38-87
- pyshna.yuliia@gmail.com
- [yuliapyshna.com](http://yuliapyshna.com)
- Ukraine

## PROFILE SUMMARY

2D animator and rigger focused on creating high-quality 2D animation and complex rigs. Experienced in character and environment animation, building intuitive, animator-friendly rigs, and maintaining smooth, efficient production pipelines. Detail-oriented, responsible, and communicative, with a strong ability to collaborate effectively with teams and clients.

## EDUCATION

2016-2020  
ACADEMY OF CULTURE AND ARTS  
Bachelor in Graphic Design

### TRAINING & CERTIFICATES

- 2D RIGGING IN TOON BOOM HARMONY  
Animagrad Animation Studio
- CHARACTER ARTIST  
SKVOT
- 2D RENDER  
ArtCraft CG School
- DIGITAL PAINTING  
CGMA

## SKILLS

- 2D Character & Environment Animation (frame-by-frame, cut-out, stop-motion)
- 2D Rigging & using cutting-edge techniques to build various areas of a 360 rig
- Toon Boom Harmony, Moho, Procreate Dreams

## LANGUAGES

- English: Intermediate
- Polish: Beginner
- Ukrainian: Native

## WORK EXPERIENCE

**TOON BOOM HARMONY RIGGER** 2025 - PRESENT  
Freelance projects

- Developed complex character rigs in Toon Boom Harmony, including full 360° turnarounds and advanced control systems
- Built rigs for a wide range of freelance projects, from short animations and explainer videos to game assets
- Designed animator-friendly rig structures, optimized for flexibility, efficiency, and production needs

**LEAD 2D ANIMATOR & ARTIST** 2023-2025  
Matrix Reliability

- Led the visual development of an indie game, defining its overall artistic direction
- Created characters, environments, and animations for the project
- Animated characters, props, and environments using traditional frame-by-frame techniques and Spine 2D
- Ensured visual consistency across all assets and animations

**2D Game Artist** 2020 - 2023  
Freelance projects

- Created characters, environments, props, and UI assets for indie and mobile games
- Developed assets aligned with the project's art style and technical requirements
- Collaborated with designers and developers to ensure smooth integration and visual consistency