

# LOSHA EVSTAFYEVA

Tool Building | Look Development | Grooming

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## PROFILE

CG artist for games and animation, specializing in Look Development, Grooming, and Tool Building.

## ACHIEVEMENTS

### Rookies Rank A and Draft

2025

- Ranked A in the 2025 Rookies Competition, signifying exceptional skills
- Work demonstrated a high level of proficiency, creativity, and readiness for entry-level roles

## SOFTWARE

- Maya
- Mari
- Substance Painter
- Substance Designer
- Adobe Photoshop
- Renderman
- Vray
- Solaris
- Katana
- Nuke
- Houdini
- Zbrush
- Speedtree
- Unreal Engine
- Arnold
- Redshift
- VEX / Python / Mel
- Linux
- PfTrack
- Bifrost
- Yeti
- XGen
- Marmoset
- Gaea
- Marvelous Designer
- After Effects

## EDUCATION

### Gnomon School of VFX, Games, and Animation

Los Angeles, CA | June 2021 - December 2025

- Received a merit-based scholarship to train in the full pipelines of Games, VFX, and Animation
- Learned from working professionals in the film and game industry
- Achieved a BFA in Digital Production with a 3D Generalist focus

### CGMA

Online | April 2019 - May 2021

- Studied fundamentals of color theory, shape language, composition, gesture and anatomy

### CG Spectrum

Online | November 2018 - January 2019

- Trained under Brian Huang, studying design and character storytelling in entertainment

### Academy of Art University

San Francisco | October 2018 - November 2018

- Trained in classical figure drawing and painting in a Pre-College Program

## EXPERIENCE

### Board Game Concept Artist

Low Gravity Games | April 2022 - May 2025

- Designed artwork for a sci-fi board game kickstarter, meeting clients' expectations and deadlines
- Adapted to client feedback and managed all visual parts of the project
- Worked remotely and maintained efficiency and collaboration

## SKILLS

- PBR & NPR Shading
- Texturing / Surfacing
- Look Development
- Character and Creature Grooming
- Hard Surface Modeling
- Prop and Asset Development
- Procedural Scattering / Surfacing
- Stylization
- Lighting and Rendering
- Scripting and Automation
- UV Layout / UDIM Pipeline
- Photogrammetry / 3D Scanning
- RGB painting and Trim / Atlas Workflow
- Compositing / Image Finaling
- Concept Art and Digital Sculpting
- Communication and Time Management

## LANGUAGES

- English
- Russian
- French
- Lithuanian