



POLINA SOLOMAKHINA

2D Animator | Illustrator

Meruyun79@gmail.com | Portfolio | Linktree

Education

BA in Traditional Animation,
Columbia College Chicago
May 2023
Chicago, IL

Summer Animation Courses,
NYFA
July 2018
LA, CA

International Bachelor (IB),
Riverside High School
September 2015 → May 2019
Prague, Czech Republic

SKILLS

Software

Adobe Photoshop
Moho
Adobe After Effects
Spine
Blender
ToonBoom Harmony

Hard

Digital Puppet Animation
Digital Hand-drawn Animation
Layout/Background Design
Character Design
Illustration
Storyboarding

Soft

Adaptability
Detail Oriented
Hard-working
Creativity
Organization
Communication

Languages

Russian (Native)
English (Fluent)

Job Experience

2D animator for Film Intro Credits

February 2025 → May 2025

Studio 312, Feature length movie "Шальная Императрица"

- Created storyboards, vector rigs and background paintings.
- Animated 2D characters using rigged and frame by frame animation.
- Developed an aesthetic and color palette for the final look of the animation.
- Spoke closely with the film director and producer about the details, visual decisions and titles styles.

2D animator, Rigger & Illustrator

December 2023 → Present

DSTRACT Creatives

SkullX Albohphobia

- Animated game cutscenes with the 2D rigged characters. Created the post process effects - vfx and color grading.
- Rigged hand drawn 2D characters using meshes.
- Created vector versions of the hand drawn character for further detailed rigging.
- Worked on bringing life to the still hand drawn scenes with the use of meshes and vfx animation.
- Produced a number of hand drawn backgrounds and additional illustrations.
- Created 3D models of props and backgrounds, further texturing them to mimic the 2D style of the game.

Fractures: Echos of the Mind

- Worked on concept art for characters, including costume design, facial expression and texture reference sheets for the 3D artist.
- Created complex 3D assets and environments based on provided reference from the layout concept artist, prepared UVs for texturing.
- Drafted storyboards for the in game cutscenes and worked closely with the 3D artist to outline the flow of the scene.

Other

- Worked as an art director and illustrator for the platform base shooter game to revamp the previous artstyle and create new assets, character design, gun variations, vfx and UI.
- Created social media animations and overlays.

Freelance Artist

March 2020 → Present

Internationally and US

- Directed and created music videos based on clients' artistic vision.
- Animated film end credits in 2D for the short movie "Московская Горка".
- Discussed preproduction details with a client along with the creative vision for the animation.
- Made multiple variations of the product based on previous comments from the client.
- Cleaned up and colored animated shots based on clients' requirements.
- Illustrated book covers.
- Tutored digital art and animation to help to build a strong portfolio for college application.

Projects

Layout Artist

September 2022 → May 2023

Columbia College Chicago APS Film "Scream Writers"

- Worked with the technical director using 3D medium to create layout reference.
- Created high-detail finished linework for both backgrounds and animation.
- Positioned lighting and shading to create mood references for the background colorists.
- Collaborated on the floor plan development for the setting.
- Designed and build props and ornate details for the layout and background teams.