

## MY OBJECTIVE

To develop my skills in both 3D and 2D art and to bring them to a collaborative production team.

## CONTACT

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## EDUCATION

BOURNEMOUTH UNIVERSITY,  
BA Hons Computer Animation  
and VFX  
2024 – 2027 (Expected)

INTERNATIONAL  
BACCALAUREATE DIPLOMA  
PROGRAMME (IBDP)  
Fine Arts (Higher Level)  
2022 – 2024

## SKILLS

- **2D & Illustration:** Adobe Photoshop, Clip Studio Paint EX, Procreate, Procreate Dreams.
- **3D, Sculpting & Engines:** Zbrush, Maya, Blender, Unreal Engine.
- **Technical and Compositing (Familiar):** Python, Nuke, VRAY.

## ADDITIONAL INTERESTS

- Creative Writing
- Web Design and Typography
- Comic Illustration
- Voice Acting

# Shruti Vijayakrishna

## CG AND 2D ARTIST

I am a digital artist and computer animation student at Bournemouth University with a strong foundational in 2D traditional and digital media. I am particularly interested in digital illustration, background painting, concept art, and texturing.

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## EXPERIENCE

### AN UNLIKELY ENCOUNTER UNIVERSITY FILM PROJECT Sep 2025 – May 2026

Worked alongside a team of five to produce a minute-long short film. I handled visual development, concept art, character turnaround sheets, environment designs, and painting the final 2d backgrounds. I also aided other teammates with tasks such as the retopology of the character models and compositing to balance the workload where possible.

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### ASSIGNMENTS AND SOLO PROJECTS SKILL DEVELOPMENT 2024 – Present

Produced a large body of work at university. This includes but is not limited to character sculpts in Zbrush, hard-surface assets in Maya, a version of the game *Breakout* with python and a 2D platformer in UE5, concept art, and animatics. I also continued to practice and experiment with digital illustration in my own time.

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### BU WINTER ANIMATION JAM CONTEST

Jan 2025 – Feb 2025

Collaborated with a team of three others to create a 10-second-long animation for a competition using a short audio clip as inspiration. Worked under a tight deadline of 5 days and produced 4 digitally drawn 2D backgrounds and animated 2D effects. The film won 2<sup>nd</sup> place.