



Marina Kastor

Character designer/Background designer

<https://froggyeow.art/>
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Tbilisi, Georgia

PROFILE

Designer in the animation industry with a focus on Character Design and Visual Development

EMPLOYMENT HISTORY

Nov 2024

- Feb 2025

Sakhnovsky Studio, Moscow (Remote)
hello@sakhnovskystudio.ru

Unannounced animation series

Lead artist:

- Background concepts
- Background and Props design
- Team supervision

Aug 2024

- Nov 2024

Sakhnovsky Studio, Moscow (Remote)
hello@sakhnovskystudio.ru

Unannounced animation series

Character artist:

- Character concepts
- Character turnarounds, lipsync
- Character poses, emotions

2022-2024

Studio Metrafilms, Moscow (Remote)
in collaboration with Lakeside Animation Studio, Canada
production@metrafilms.ru

Feature film "Tied Up"

Character artist

- Character designs with turnarounds, emotions and lipsync, made in Photoshop
- Vehicle turnarounds and preparation for rigging in Harmony

2022

Toonbox studio, Cyprus
producer@toonbox.studio

Animation series "Take my muffin"

Background artist

- Line-art and color-art for backgrounds in Photoshop

2020-2022 Studio Metrafilms, Moscow
production@metrafilms.ru

Animation series “Lex&Plu”

Character & Props supervisor

- 2D character rigs creation in Adobe animate
- Complicated props and vehicles design
- Supervising a team of character and props artists

2021-2022 N+PRODUCTION, Moscow
pro@nplus1.ru

2d animator, Storyboardist, Designer

- Animated several videos for an online university, made from scratch in Harmony
- 2D Animation for two episodes of the documentary series “**Nothing Personal: Digital Death**”
- Designed a style guide for a series of educational instagram reels

2018-2020 Soyuzmultfilm animation studio, Moscow
info@souzmult.com

Animation series “Orange Moo-cow”

Background artist

- Backgrounds and props design in Adobe animate
- Character turnarounds, lip sync and rigs

EDUCATION

“SHAR” school-studio, Moscow
Animation direction 2019-2021

SKILLS

- Background and props design
- Character design and 2d rigging
- Digital and traditional painting and drawing
- Storyboarding
- Basic 2D animation
- Basic 3D modeling
- Leading a team and giving focused feedback
- Taking feedback and dealing with tight deadlines

SOFTWARE KNOWLEDGE

Adobe Photoshop, Adobe Animate, Toon Boom Harmony, Adobe Premiere, Adobe After Effects, Toon Boom Storyboard, TVPaint, Blender, Dragonframe

LANGUAGES

Russian	Native
English	Fluent
French	B2