

DASHA PROSYANNIKOVA

3D CHARACTER ANIMATOR

dpro.animation@gmail.com

linkedin.com/in/dpro-art

dpro-art.com

EDUCATION

SCHOOL OF VISUAL ARTS

BFA Computer Art, Computer Animation and Visual Effects

WOMEN IN ANIMATION

Mentorship Circle

ANIMSCHOOL

Animating Characters, Body Acting, Character Performance

SOFTWARE

Autodesk Maya

After Effects

Photoshop

Illustrator

Spine

Unreal Engine

PROJECTS

Netflix One Piece, Season 2

Man With The Bag

Wild Words

Mighty Minds ABC / 123

Noggin At Play

Big Heart Album

DJ Rubble

Special Delivery

Noggin Knows, Season 2

Same Day, Different Ways

Balloon Builders

AWARDS

Kidscreen 2024 Best Learning App – Noggin

SVA Outstanding Achievement Award, Firebird

The Rookies Excellence Award, Firebird

EXPERIENCE

FRAMESTORE

Freelance 3D Character Animator, 2025

- Netflix One Piece, Season 2
- Animated realistic VFX biped creature, Chopper
- Worked with animation supervisor to address client notes and achieve a cohesive animation style across sequences
- Created animation with an emphasis on strong acting choices, appealing poses, and body mechanics

CRAFTY APES

Freelance 3D Character Animator, 2025

- Man With The Bag, unreleased feature
- Animated realistic VFX bipeds, quadrupeds, and vehicles under a tight schedule
- Worked with other departments to resolve technical issues

NOGGIN

3D Character Animator, 2020 - 2024

- Animated cartoony biped and quadruped 3D character performances with an emphasis on emotion, facial animation, lip sync, and body mechanics
- Directed series of marketing spots for Paramount +
- Developed detailed posing and animation style guides for the animation team and outside vendors, *Wild Words* and *Mighty Minds* series
- Ensured animation style consistency across series to match IP shows
- Provided feedback and mentorship to junior animators
- Collaborated with animation director in developing script into storyboards and previs sequences
- Utilized design assets to create 2D motion graphics
- Recorded and edited facial motion capture data in Unreal Engine, combining with Maya body animation

FREELANCE ANIMATOR

2D Animator and Composer, 2018 - 2020

- Developed 80's style hand-drawn 2D animation, *Negative Space* series
- Composited graphic assets and color-corrected live-action footage