ANUSH SHAGINIAN

BACKGROUND PAINTER / VISUAL DEVELOPMENT ARTIST

ANUSH-SHAGINIAN.COM   ANUSHSHAGINIAN@GMAIL.COM

PROFESSIONAL EXPERIENCE

RICK AND MORTY LLC Burbank, CA   Sept 2021 - Sept 2025
Background Painter - Rick and Morty - *Seasons 6-9*

CARTOON NETWORK STUDIOS Burbank, CA   Jun 2023 - Sept 2023
Freelance Background Painter - Invincible Fight Girl - *Season 1*

LIGHTBEAM ENTERTAINMENT Burbank, CA   Sept 2022 - Oct 2022
Freelance Concept Artist - *Developed concept sketches and key paintings for an unannounced project*

CARTOON NETWORK STUDIOS Burbank, CA
Background Painter - Victor & Valentino - *Seasons 2-3*   Jun 2020 - Oct 2021
Background Painter - Infinity Train - *Seasons 1-4*   Apr 2018 - Jun 2020

WILD CANARY ANIMATION Burbank, CA   Mar 2019 - Aug 2019
Background Designer - Puppy Dog Pals - *Season 3*
Designed and painted full sets, environments, props and 2D graphics for a 3D animated show.
Established color and lighting for sets. Created texture callout sheets for 3D modellers.

CARTOON NETWORK STUDIOS Burbank, CA   May 2015 - Apr 2018
Background Artist - Mighty Magiswords
Established the background art style and painted all backgrounds and color cards for the short-form web series.
Lead background artist (concept, design and paint) for the full-length series and *Adventure Academy* shorts.

SONY PICTURES ANIMATION Culver City, CA   Jun 2014 - Aug 2014
Visual Development Intern
Created a variety of explorative environment sketches, tonal concepts, and key illustrations based on the script for
Hotel Transylvania 2 with an emphasis on atmosphere, mood and lighting for visual storytelling.

SIMKA ENTERTAINMENT Woodland Hills, CA   Dec 2013 - May 2014
Lead Artist
Coordinated the early development of an original 11-minute animated pilot. Established clear objectives and timelines
for the project under close communication with the director. Developed concept art, model sheets, and style guides.
Organized project materials, assigned tasks, facilitated weekly check-ins, and reviewed art with the director.
Title Designer
Designed and animated opening and closing title credit sequences, edited post-animation sequences, and created
behind-the-scenes graphics for various animated films in After Effects.

EDUCATION

ART CENTER COLLEGE OF DESIGN Pasadena, CA   Sept 2010 - May 2015
Bachelor of Fine Arts, Illustration (Entertainment Arts)
Valedictorian Graduating with Distinction

SKILLS

Digital Media:	Adobe Photoshop – Illustrator – InDesign – After Effects
Traditional Media:	All traditional drawing and painting media
Other Software:	Autodesk Flow Production Tracking (formerly Shotgun, ShotGrid) – Slack