

# PORTFOLIO & RESUME



## ABOUT

### ILLUSTRATION, CHARACTER-DESIGN & CONCEPT ART

Hello, my name is Valeriya Topp. I am classically academically trained artist and B.A. Designer and work freelance as an illustrator, character designer and concept artist.

The main focus of my work is illustration and character design of people, animals and creatures; preferably, but not exclusively, in the subject areas of fantasy and folklore. I also illustrate backgrounds with landscapes and objects in natural and urban spaces.

I prefer to work in a realistic style, sometimes with slight stylization, as well as in a comic style.

I look forward to realizing your projects together with you!

## QUALIFICATION

### RELEVANT WORK EXPERIENCE

#### Freelance as Illustrator, Character Designer & Concept Artist

03/2023- Actual

#### Design working student

2020-2022 | The field of illustration, graphic and media design at Arbeiter-Samariter-Bund in Münster

#### Commission Artist

2013- 2016

### CUSTOMERS

Original art sales for private clients and companies, private and corporate commissions

### RELEVANT EDUCATION

#### Design studies

2018-2023 | Münster School of Design | Bachelor of Arts | Fokus on Media design | Average grade 1.5

#### Training as an artist

2011-2015 | Art College M. Grekovs in Rostov-on-don | Diploma and highschool | Graduation with distinction

#### Additional qualification

2007-2011 | Chinenovs Children's Art School in Rostov-on-Don

### CONTACT

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E-mail: [valeriyatopp@mailbox.org](mailto:valeriyatopp@mailbox.org)  
Telephone: +49 1575 804 7572

### LINKS

[instagram.com/valeriyatopp\\_art](https://www.instagram.com/valeriyatopp_art)  
[artstation.com/valeriyatopp](https://www.artstation.com/valeriyatopp)  
[youtube.com/@valeriyatopp](https://www.youtube.com/@valeriyatopp)

## SKILLS

**ART & ILLUSTRATION:** digital and analogue painting and illustration, character design, concept art; art rules for still lifes, portraits, landscapes, architecture, composition, light and shadow conditions, black and white sketching, color theory, anatomy of humans and animals

**DESIGN:** graphic design, animation, video editing, 3D basics and 3D character design

**PROGRAMME:** Adobe Photoshop (90%), Adobe InDesign (80%), Adobe Illustrator (70%), Adobe After Effects (60%), Cinema4D (50%), ZBrush (70%), Substance Painter (50%)

**LANGUAGES:** German and English



# PORTFOLIO

## CONTENT:

P. 2-3 | Various illustrations

P. 4 | Illustration  
„Blue Dragon“

P. 5 | Illustration  
„Werewolf“

S. 6 | Illustration  
„Mountain ghost Rubezahl“

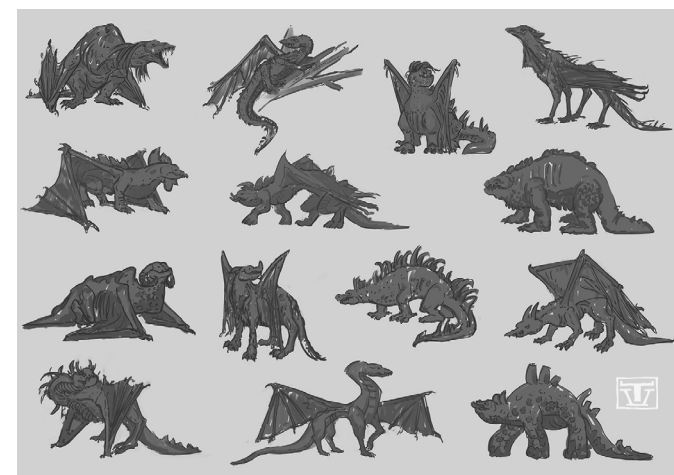
S. 7 | Illustrations  
with Dragons

P. 8 | Character design  
illustration „The Shaman“

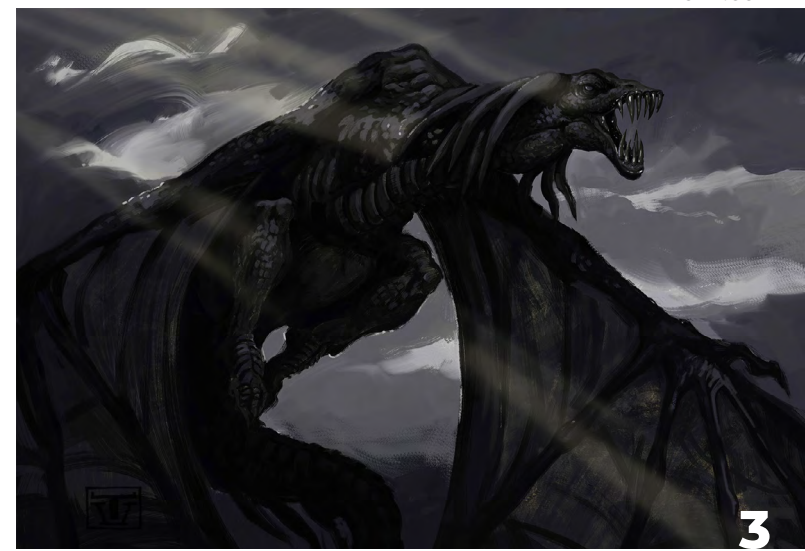
P. 9 | Character design  
illustration „Krampus“







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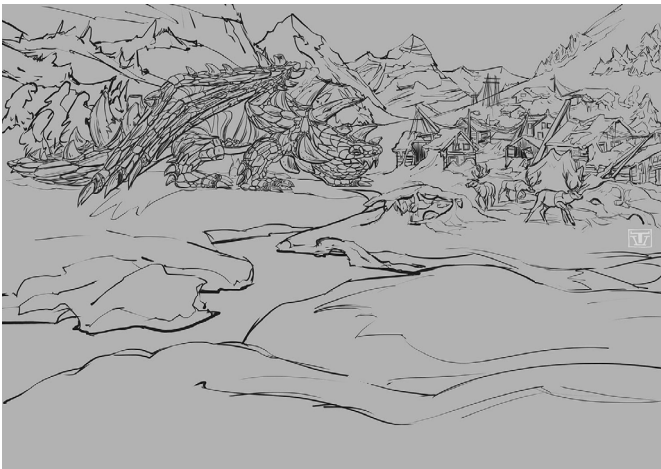
# ILLUSTRATION

## EXAMPLE OF WORK STEPS

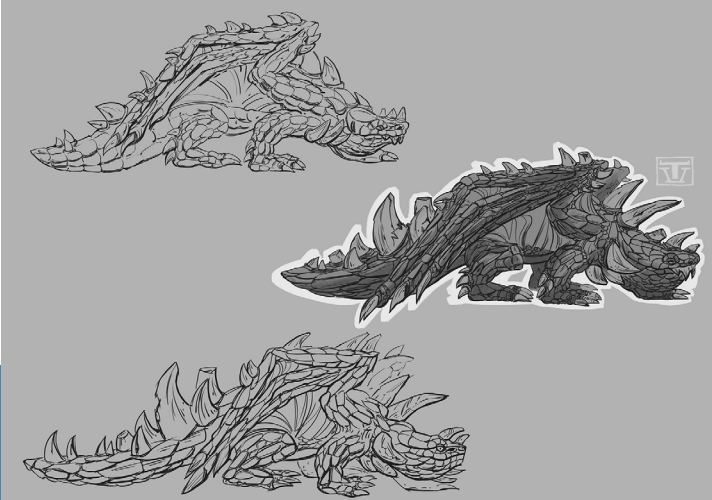
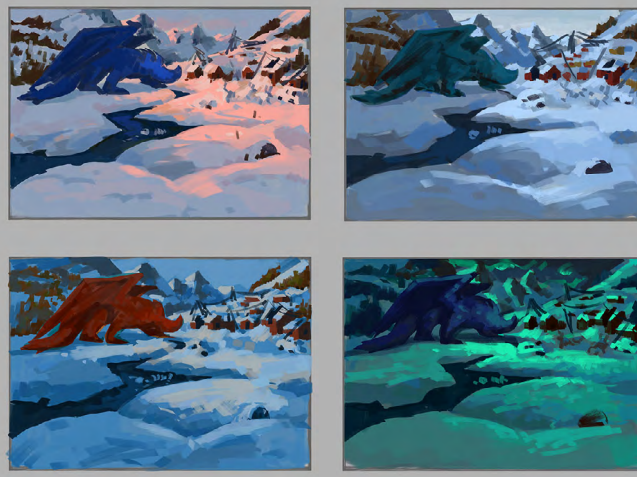
Illustration from a illustration series „post-apocalypse and dragons“, 2023, Photoshop

B.-w. and colored sketches, concept art, draft, finished illustration

More information about the project on my website:  
[valeriyatopp.com/en/post-apocalypse-and-dragons/](http://valeriyatopp.com/en/post-apocalypse-and-dragons/)



WATCH PROCESS ON THE VIDEO  
[WWW.YOUTUBE.COM/WATCH?V=X0D16\\_-UMRC](http://WWW.YOUTUBE.COM/WATCH?V=X0D16_-UMRC)







Werewolf, 2023, Photoshop

Complete illustration, line sketch und  
color sketch for lightning

# ILLUSTRATION

EXAMPLE OF WORK STEPS

WATCH PROCO ON THE VIDEO  
[WWW.YOUTUBE.COM/WATCH?V=LMS22GMHZN4](https://www.youtube.com/watch?v=LMS22GMHZN4)

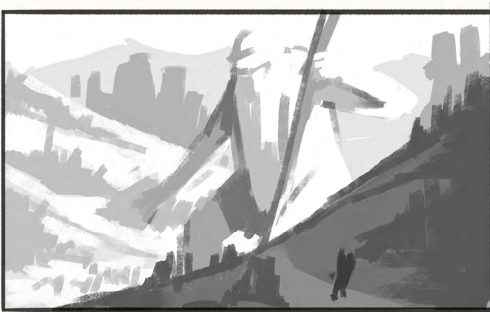




More background information:  
[valeriyatopp.com/en/german-folklore/](http://valeriyatopp.com/en/german-folklore/)

# ILLUSTRATION

EXAMPLE OF WORK STEPS



Mountain Spirit Rübezahl, 2020, 2023, Photoshop

Draft, b.-w. sketches, finished illustration







Dragons illustrations, 2023, Photoshop

For more information see on my website:  
[valeriyatopp.com/en/dragons/](http://valeriyatopp.com/en/dragons/)

## ILLUSTRATION

VIDEOS TO THE ILLUSTRATIONS CAN BE  
FOUND ON MY WEBSITE AND YOU-TUBE:  
[WWW.YOUTUBE.COM/@VALERIYATOPP](http://WWW.YOUTUBE.COM/@VALERIYATOPP)

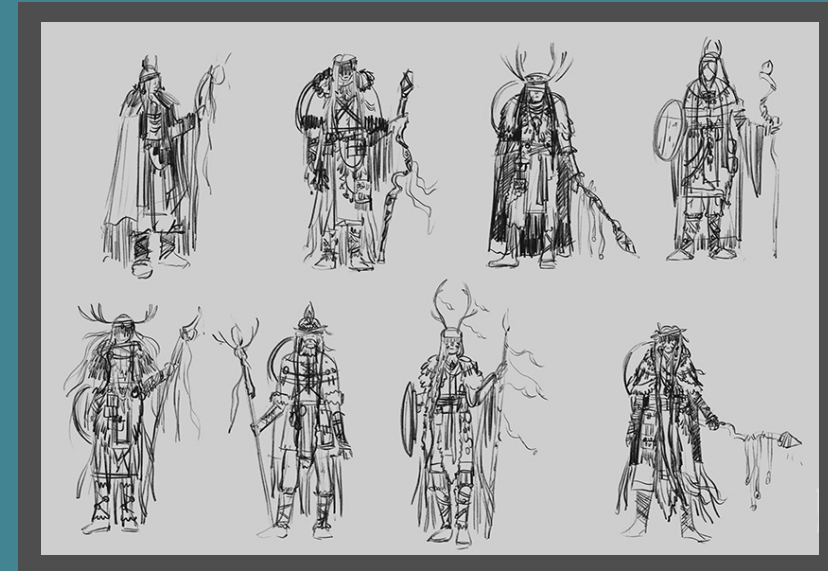


# CHARACTER DESIGN

## EXAMPLE OF WORK STEPS

Bachelor thesis: Game concept „The Shaman“,  
play figure the Shaman, 2023, Photoshop

Finished illustration, portraits, sculpted 3D-Modell,  
b. -w. sketches, detailed b. -w. draft



More information about the project at my website:  
[valeriyatopp.com/en/the-shaman-2/](http://valeriyatopp.com/en/the-shaman-2/)



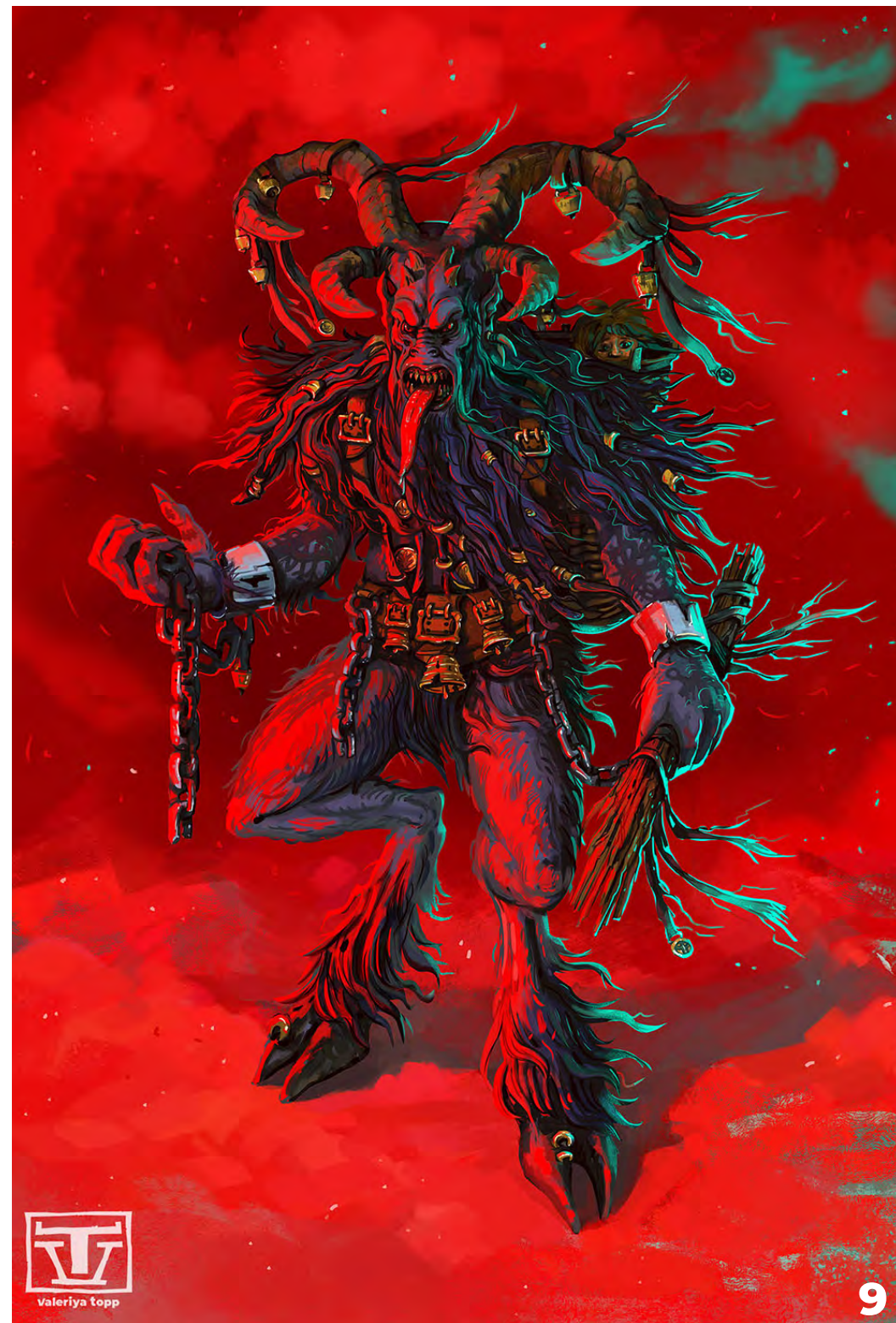


Krampus, 2024,  
Photoshop

B. -w. and colored  
sketches, draft,  
finished illustration

More information  
about the project  
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en/german-folklore/](http://valeriyatopp.com/en/german-folklore/)



WATCH PROCESS ON THE VIDEO  
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EXAMPLE OF WORK STEPS

# CHARACTER DESIGN

