



Inga Masliy

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I am a current VR student with a background in film.

Being a natural problem solver, I always do my best to mediate conflicts in a group. In personal practice, always having a plan of action and a to-do list helps me to meet all deadlines. I am good at breaking the project into small achievable tasks. Always look for a way of integrating more traditional practices like sketching or card modelling into a high-tech workflow.

In my free time, I enjoy mountain skiing and cross-stitching.

Projects

Four Seasons (2021)

Cross-platform game combines VR and AR to tell the story of the war between four seasons. The project includes 5 labyrinthine scenes and 4 unique rigged and animated characters.

Vampire Lair 2D to 3D (2019-2020)

Gothic underground cathedral with a coffin for sleeping. BA final project turning a scene from animation into a 3d set. The project consists of a technical drawing, a 3d model that can be seen in VR, an elaborate card model and experimental concept art.

Lion in Love (2017)

A short stop motion animation film. My roles included director, animator and set designer.

Skills

Unity
Blender
AutoCAD
VR+AR
SketchUp
Adobe Illustrator
Adobe Photoshop
Storyboarding
Technical Drawings (hand + digital)
White Card Modelmaking
Location Survey
Drawing

Experience

Art Department Assistant
(Cruella, Downton Abbey film)
Scott Fleary Internship (2019)
Construction manager (2019)
(Liberte)

Education

University of Arts London
MA Virtual Reality
(2020-2022)
University of Arts London
BA(Hons) Production Arts for Screen
(2017-2020)