

ROSELINE AZUBUIKE | CHARACTER & STORY ARTIST

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PROFESSIONAL SUMMARY

A skilled and passionate visual artist, seeking opportunities to showcase and expand her artistic abilities. With a keen eye for detail and a natural ability to express emotion through art, she possesses a unique blend of artistic and storytelling talent. Motivated and determined, she is eager to apply her skills and creativity to a variety of artistic projects. She is ready to make a positive impact through art and general knowledge.

ACADEMIC QUALIFICATIONS

- **University Of Nigeria, Nsukka, Nigeria**
Qualifications Obtained: LL.B
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SKILLS

Digital Imagery and Design | Time Management | Professional-Level Fluency in Spoken and Written English | 2D Illustration | 2D Animation | Adobe Creative Suite | Storyboarding | Art Content Creation | Empathy | Effective Communication | Tech Savvy | Detail-oriented.

PROFESSIONAL EXPERIENCE

Griot Studios | Position: Multimedia Artist | May 2026 - Present

Roles:

- Development Of Character Illustrations, Concept Art, And Visual Designs In Alignment With Approved Creative Direction.
- Creation Of Environmental Designs, Background Assets, And Supporting Visual Elements Required For Animation And Multimedia Productions
- Production Of Multimedia And Digital Assets For Animation, Illustration, Branding, Promotional Content, And Related Company Projects.
- Contribute to the Company's multimedia and animation production pipeline and collaborate with designers, animators, developers, editors, and project leads in a fast-paced, iterative creative

environment.

Capacity Building Support Programme For The Animation Sector (Cohort 2)| Position:

Participant | April 2025 - November 2025

Roles:

- Participated in an intense sixteen-week EU-funded technical training on animation, with submission of weekly assignments and regular feedback
- Participated in an eight-week-long business coaching period on the business side of the animation industry
- Participated in weekly sessions hosted by industry professionals on a range of topics within the animation sector
- Completed an animated short film

Khynetic Studios- Sonder Chapter II Program | Position: Character Design Artist/Illustrator

(Collaborator) | October 2024 - November 2024

Roles:

- Developed concept art in collaboration with other artists in the production of an animated short film
- Assisted in scene illustration for an animated project.

CREDITED AND PUBLISHED WORK

- UMBRA (ONE SHOT) (2024) - Webcomic
- Ojuju Calabar (2024) - Short Film
- The Sniff Test (2025) - Short Film

AWARDS AND RECOGNITIONS

- Shortlisted for the Vijona Africa Comic Contest award (2020)
- Long-listed for the Vexpo AfricaXComicCon Africa award (2020)

REFERENCES

Available upon request.
