Anastasia Ovchinnikova

Anastasia Ovchinnikova is an Art Director and illustrator with over 15 years of experience in the video game and entertainment industry. She currently serves as Assistant Art Director at Ubisoft Montréal and has illustrated for Magic: The Gathering for over a decade. Throughout her career, she has collaborated with renowned studios and publishers including Bethesda, Valve, Warner Bros., Blur Studio, and Wizards of the Coast. Passionate about visual storytelling, Ana enjoys creating immersive worlds and mentoring fellow artists.



+







