

## OBJECTIVES

---

To attain a creative position as Designer and Motion Graphic Artist, weather freelance or employed, to improve my knowledge and to contribute to a company's growth. My main focus is Design and Animation.

## WORK EXPERIENCE

---

02/2016 – 03/2016

**nhb (Berlin, Germany)** | Senior Motion Graphic Artist

04/2014 – present

**Freelance** . Companies I've freelanced during this period.

**InkProject** (Sydney, Australia)

*2D/3D modelling, rendering and animation for several broadcast channels, Color grading in AE*

**Chello** (Sydney, Australia)

*2D/3D animation and Illustrations for several corporate explainer videos*

**Katana** (Sydney, Australia)

*AE animatic animation for a non-smoking campagne*

**in the thicket** (Sydney, Australia)

*Animation done in AE, Illustration*

**Das Werk** (Frankfurt, Germany)

*Characer Design for commercials*

09/2011 – 03/2014

**Optix (Berlin/ Hamburg, Germany)** | Motion Graphic Artist

*Styleframing, designing and animating (2D/3D) commercials Projects in team or alone.*

*A third of the time we where also pitching for projects, which required skills in 2D/3D.*

*I work a lot with AE, PS, AI, C4D and Zbrush.*

07/2006 – 08/2011

**Freelance** . Companies I've freelanced during this period.

**ZweimalEins** (Berlin, Germany)

*2D Character Design and Illustrations for a couple of infographic films.*

**Q-bus Mediatektur GmbH** (Berlin, Germany)

*Illustration/ Communication concept of the T-Mobile stand at IFA Berlin.*

*I was hired for a live action performance to draw on their stand.*

**Custom FX** (Barcelona, Spain)

*Responsible for Design Concepts, Styleframes and Illustration for diverse*

*2D commercial Projects.*

**Boolab** (Barcelona, Spain) | Freelance Design and Illustration

*Mostly working close with the directors as Character designer, Styleframe and Illustration Artist on Commercials.*

*Some Projects also included me as Clean-Up Artist (for Cel animated sequences), Texture Artist (for 3D Models; as still and animated) and frame by frame animation assistant*

## EDUCATION

---

2003 – 2006	<b>Lette-Verein</b> , College of Art (Berlin) Degree: Bachelor of Arts
2001– 2003	<b>ABTW</b> (Leipzig) Degree: Gestaltungstechnische Assistentin

## SKILLS

---

<b>Software:</b>	Maxon Cinema 4D – proficient Vray for C4D – proficient Pixologic ZBrush – proficient Adobe After Effects – proficient Adobe Photoshop – proficient Adobe Illustrator – proficient Adobe Flash –proficient Adobe Indesign – proficient 3D Coat – beginner Final Cut X – advanced Adobe Premiere – beginner DaVinci Resolve – proficient Pfttrack – beginner Agisoft Photoscan – advanced
------------------	--

<b>Language:</b>	german – native language cantonese – fluent spanish – fluent english – fluent
------------------	--

*References available upon request.*