

SANDRA PINKERT

2D Game Art and Animation

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OBJECTIVE

To apply my skills as a 2D Artist by working in the Games Industry, Animation, Illustration or Concept Art.

EDUCATION

Mediadesign Hochschule Berlin, Germany (2008 - 2011)

Studies in Game Design, Bachelor of Science

Studies included modules in narration, design, 2D & 3D Art, programming and architecture

Tutor for the game design faculty during the 5th semester

Coaching and supervision for the game design faculty modules

Finished bachelor degree with the thesis

" Communication between Non-Player-Characters in Video Games"

Distinction for the best bachelor thesis of the game design department in Berlin, 2011

EXPERIENCE

Freelance 2D Game Artist & Animator, Samir Besagic, Berlin, Germany (February 2015 to present)

Freelance work including Isometric Game Art, Background & Animations

Freelance Animator, Video & Sound Editor, Vallon Store, Berlin, Germany (November 2014 to present)

Freelance work including Logo Animation as well as Video & Sound Editing for a cinema advertisement

Freelance Graphic & Web Designer, Sigrid Schein-Zint (Author), Ulm, Germany (November 2014 to present)

Freelance work including Web Design, Photography and Social Media

Freelance 2D Game Artist & Animator, Benjamin Gaskins, Nashville, USA (August 2014 to present)

Freelance work including Interface, Character & Icon Design

Freelance 2D Game Artist & Animator, Phantom Games Studio, New York (March 2014 to present)

Freelance work including Map Illustration

Freelance 2D Game Artist & Illustrator, Carmelo Mastrandrea, Willington, England (March 2014 to present)

Freelance work including multiple Card Illustrations and Card Designs

Freelance Graphic Designer, Sigrid Schein-Zint (Author), Ulm, Germany (June 2014 to July 2014)

Freelance work including Cover Design and Photography

Freelance Graphic Designer, Nuts, Berlin, Germany (April & June 2014)

Freelance work including Logo and Business Card Design

Freelance Illustrator, Gerd Fankhänel, Berlin, Germany (April 2014)

Freelance work including Animal Illustrations and Design

Freelance 2D Game Artist & Animator, Still Running, Eura, Finland (March 2014 to April 2014)

Freelance work including Character & Weapon Design as well as Animations

Freelance 2D Game Artist & Animator, Beromath Entertainment, Portal, North Dakota (February 2014 - present)

Freelance work including Character Design & Animations

Freelance 2D Game Artist & Animator, Pyrrhic Studios LLC, Boston (June 2013 - January 2014)

Freelance work including Character Design, Animations, Logo Design, Background & Promotion Art Creation

Freelance 2D Game Artist & Animator, Rocko Barnes Studios LLC, Ohio (October 2013)

Freelance work including initial character designs

Freelance 2D Game Artist & Animator, Javier Bryan, New York (March 2013 to May 2013)

Freelance work including Character Design, Animations, Background, Tile & UI Creation

Freelance Graphic Designer, Ronsdorf - Personal & Business, Dresden, Germany (December 2012 - January 2013)

Freelance work including creation of layouts and advertisements

Intern 2D Game & Concept Artist, Slipshift GmbH, Berlin, Germany (July - December 2012)

Internship as Concept- & 2D-Artist for Browser Games (Flash)

Worked on Pandemonic: Lord of Legions from the beginning till start of closed beta

C#-Developer, Fameside Entertainment GmbH, Berlin, Germany
(November - December 2011)
C#-Developer for iOS Games (Unity)

Intern C#-Developer, Brightside Games UG, Berlin, Germany
(October - November 2011)
Internship as C#-Developer for iOS and Android Games (Unity)

JOB SKILLS

- Extremely proficient in Adobe Photoshop and Mac OS X platform
- Proficient in Windows platform
- Knowledge of Adobe Illustrator
- Skilled with digital media as well as traditional
- Experienced in working under art directors and able to take direction
- Able to work in a variety of styles
- Experienced in character design and execution
- Great communication skills and team player
- Proficient in multitasking and working under tight deadlines