Hannah Flattinger

Illustrator, 3D Artist

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3D Animation Major Targeting Internship Opportunities

My name is Hannah Flattinger and I am a graphic designer from Salzburg (Austria), currently studying towards a bachelor's degree in 3D animation at the Salzburg University of Applied Sciences. Creating art isn't just a way of living, to me it is sharing a part of yourself and your world view with others and encouraging them to do the same. It doesn't matter to me if it is creating an illustration, taking a photograph, designing a logo or just putting some brushstrokes on a blank canvas - as long as I can leave with something made by my hands, I will always strive for the best. Nevertheless, there's always something to learn and in the last few months I have been focusing on my skills as an illustrator so I would love to be able to continue this path, wherever it might lead me. Right now I am looking for an internship that lasts three to six months, where I can bring my ideas to life and show what I am capable of.

- Key Skills -

Skills:	Illustrations, Graphic Design, 3D Modelling
Top Softwares:	Adobe Photoshop, Adobe InDesign, Adobe Illustrator, Autodesk Maya, ZBrush
Personal Skills:	Passionate, Focused, Patient, Optimistic
Systems:	Windows and Mac OS

- Education & Credentials -

Salzburg University of Applied Sciences - Salzburg
Studying towards a Bachelor's Degree in 3D Animation (Expected Graduation: June 2020 / Current GPA: 3.8)

Completed Courses:

— Game Studies & Game Design
— Concept Art & Visual Development
— Animation Fundamentals
— Character & Effects
— Cinematic Tools
— Game Art

— Aesthetics & Visual Studies
— Culture & Media Theory
— Producing
— 3D Animation
— Media History & Analysis: Animation
— Digital Visual Effects

— Project Manegement
— Presentationskills
— Concept Development
— Concept Production
— Photography
— Compositing

Higher Federal Technical College of Graphics and Communicationdesign - Innsbruck
High School Diploma, Graphic Design, 2015

- Project Highlights & Workshops -

- Participated in a 2 Day Game Design workshop by David Kennedy (Game Director at Ubisoft Annecy)
- Selected for the art director role on the student animation short film „The Grenselhätel Monster", currently in the works
- Designed the logo for „Saltcastle Studios", a new indie game company based in Salzburg
- Part of the Ludecat event (indie game decathlon in Salzburg), organization and responsible for social media
- Responsible for the social multimedia account for Salzburg University of Applied Sciences since 2019 (@multimediastudents)
- Illustrated two book covers for Limbus publishing company („Toko" by Erwin Uhrmann & „Von der Kunst, Dinge zu sehen" by John Burroughs

References available on request.

- Computer Programm Skills -

Adobe Photoshop, Adobe InDesign, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro, Adobe Lightroom, ProCreate, Autodesk Maya, ZBrush, Fusion, Unity, Substance Designer, Substance Painter