

Job Request dated from 06/15/2023

## Game Art Generalist/Game Artist (Germany-nationwide)

Name: Simone Mayer  
Age: 27  
Highest level: M. A.  
degree/certificate:

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### Contact

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### Description

Type of employment: Full-time  
Entry date: immediately  
Place of work: deutschlandweit

Hello! My name is Simone and I am looking for full-time employment as a Game Art Generalist. I mainly focus on 2D art (character/environment design, illustration, concept art), but also have 3D modelling skills and animate with Spine.

In March of this year, I completed my Master's degree in „Time-Dependent Media - Games“ at HAW Hamburg. As a game artist, I have participated in various game projects. During my Master's degree, I was involved in the practical implementation of a game project. In this project called „Light of Atlantis“, which won the German Computer Games Award 2023 in the category „Best Prototype“, I was involved as a game 2D artist in the conception and creation of various game graphics and animations.

During my bachelor's and master's studies, I continuously developed my design skills and used various programs. In addition to my expertise in Adobe Photoshop, I have also worked with the 3D programs Blender, Cinema 4D, 3ds Max and Zbrush. As part of my training, I have also acquired knowledge in the 2D programs Spine 2D, Adobe Illustrator and Adobe Indesign. Furthermore, I have basic knowledge of Unity and Adobe After Effects.

In addition to my technical expertise, I bring strong teamwork and a high level of flexibility. I value constructive exchange of ideas and I am very open to feedback in order to achieve the best possible result together. I am very motivated and ambitious to take on new challenges and willing to continuously improve myself. My previous experience of working with different team members has given me a strong sense of goal-oriented communication and constructive idea exchange.

While my passion for drawing has been present for as long as I can remember, my

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enthusiasm for creating game graphics began during my time in secondary school through a game project among friends. This enthusiasm continued during my studies where I participated in a few Game Jams. Now, I am excited about the opportunity to turn my passion into a profession and contribute to your game company and your projects.

I would like to invite you to take a look at my portfolio□which can be found under the "Homepage" link.

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