

Clarissa Wegner

Contact: clarissawegner.cw@gmail.com

Portfolio: <http://clarissawegner.com/>

Key Qualifications

- Hands-on experience in game development
- High proficiency in graphic design: layout, composition and color
- Extensive understanding of game development from different perspectives: game art/ programming/ design, sound design, media studies and economics with a focus on games

Computing Skills

- 2D software: Adobe Photoshop/ After Effects/ Illustrator/ InDesign, Clip Studio Paint
- Game Engines (Unity, Unreal 4)
- GitHub
- Microsoft Office, Google Sheets
- Basic skills in:
 - 3D modelling and animation (Maya, Substance Painter, Blender, ZBrush)
 - Spine 2D
 - Programming (C#)

Education & Degrees

- 2018 - 2022 Cologne Game Lab, Cologne: **bachelor's degree in Digital Games** (Game Art); GPA: 1,6
- 2013 - 2016 Gustav-von-Schlör-Schule, Weiden (i. d. OPf.): **Abitur (European Baccalaureate)**; GPA: 2,7

Languages

German

Native Proficiency

English

C1 Proficiency

French

Elementary Proficiency

Japanese

Elementary Proficiency

Professional Experience

Game Artist, Green Erasmus & Cologne Game Lab, Cologne

Part-time | Working Student | December 2021 - October 2022

- Art Direction in small teams of 3 to 7 people
- Collaboration with teams all over Europe
- Development of Serious Games like "Small Steps" and more
- Required software: Adobe Photoshop/ Illustrator/ After Effects, Clip Studio Paint, Unity Engine

Illustrator, TH Cologne, Cologne

Part-time | Working Student | February 2021 - June 2021

- Illustrations for a workbook on Material Sciences called "Welt der Werkstoffe" by Prof. Dr.-Ing. Martin Bonnet
- Collaboration and communication with foreign fields of expertise
- Required software: Clip Studio Paint, Adobe Photoshop, Microsoft Word

Game Artist, Cologne Game Lab, Cologne

Full time | Internship | September 2020 - February 2021

- Development of the game "Welten der Werkstoffe"
- Winner of Deutscher Computerspielpreis for Best Serious Game 2021
- Support of the project in the final stages until release
- Required software: Adobe Photoshop/ Illustrator/ After Effects, Unity Engine

Other Work Experiences

Game Art/ Project Management, Student Projects, Cologne

Cologne Game Lab | Semester projects | Amount: 5

- Graphic work in 2D and 3D: game projects, 3D level design and animation, UI-elements, concept art, and character design
- Close collaboration with other departments in game development: game design & programming, sound design and project management
- Required software: Adobe Suite (Photoshop, Illustrator, After Effects), Clip Studio Paint, Autodesk Maya, Blender, ZBrush, Substance Painter, Spine 2D, Unity Engine, Unreal Engine, Github, etc.

Illustrator and Animator, Cologne

Freelance

- Commissioned animations for TV program "Durch die Wildnis" (2021)
- Creation of commissioned illustrations
- Required software: Adobe Photoshop & After Effects, Clip Studio Paint

Teaching, Workshop "Level Design with Unity", Cologne

Freelance | Instructor | Amount: 2

- Preparation and presentation of teaching material aimed toward teenagers aged 12 to 15: pixel art and animation, navigation in unity, simple game design principles and sound design
- Inhalte: Navigation in Unity, Pixelgrafik & Sound Design

Teaching, Kozmoz International, Kyoto (Japan)

Full time | Internship | September 2016 - December 2016

- Preparation and presentation of English lessons aimed toward people aged 3 to 70+
- Collaborative work with people from various cultural backgrounds
- Self-organized work and life in foreign environment