

# Lara Frank

Address	Feilenhauerstr. 15, 84503 Altötting
Date and place of birth	18.09.1994 St.Gallen, Switzerland
Phone	+49 175 1928490
E-Mail	lara.frank@windowslive.com
Website	lara-frank.com

## Professional experience

09/2017 – 06/2021	<b>Permanent Position</b> at Velvet Mediendesign GmbH, Munich, Germany <i>Concept - Visual Development Artist / Digital Matte Painter / Illustrator</i> <ul style="list-style-type: none"><li>• Visual problem solving through key frame designs and moodboards for directors and clients</li><li>• Creation of character/object/architecture designs, matte paintings, storyboards, pitch work, illustrations, to support pitch, post-, production work</li><li>• Strong teamwork through continual exchange of ideas to improve/customize the current designs created under high pressure</li><li>• Strong drawing fundamentals and excellent understanding of colour theory, lighting, composition and proportions</li></ul>
01/2020 – ongoing	<b>Extra-professional work</b> as <i>Graphics – Communication Designer</i> <ul style="list-style-type: none"><li>• Creation of concept designs, dmps, illustrations, posters, logos and storyboards</li><li>• Junior art director</li></ul>
08/2016 – 08/2017	<b>Working student</b> at Velvet Mediendesign GmbH, Munich, Germany <ul style="list-style-type: none"><li>• Concept Art / Illustration in Adobe Photoshop and traditional media for the support Pitch-, Pre- Production and Postproduction</li></ul>
06/2016 – 08/2016	<b>Internship</b> at Velvet Mediendesign GmbH, Munich, Germany <ul style="list-style-type: none"><li>• Concept Art / Illustration in Adobe Photoshop and traditional media for the support Pitch-, Pre- Production and Postproduction</li></ul>
01/2016 – 04/2016	<b>Internship</b> at Fabrique d'Images; Luxembourg <ul style="list-style-type: none"><li>• Toon Boom Animation for the children series „Polo-Series“</li></ul>

## Education

09/2014 – 08/2017	<b>Arts University Bournemouth (AUB), UK</b> <i>Bachelor of Arts with First Class Honours in Animation Production</i> <ul style="list-style-type: none"><li>• With focus on concept art, visual development and background design</li><li>• Studying 2d animation, storytelling, character/background design, visual development, light – colour combination and anatomy</li><li>• Creation of a 2d animation graduation film idea, pitch and final film</li></ul>
08/2013 – 05/2014	<b>Hochschule Luzern (HSLU), Vorkurs Luzern, Schweiz</b> Foundation Course in Art and Design Luzern, Switzerland <ul style="list-style-type: none"><li>• Propaedeutic with focus on animation 2d</li></ul>
08/2010 – 07/2014	<b>Fachmittelschule an der Kantonsschule am Brühl, St.Gallen, Schweiz</b> Matura in the professional field of arts at the cantonal school St.Gallen, Switzerland

## Skills

Languages	German (mother language), English (speaking and reading fluently) , French B1
Software	8+ Years Adobe Photoshop, Toon Boom Animation, Adobe Illustrator, After Effects, Blender, Maya (Beginner), Procreate, Design on a Wacom Cintiq, Microsoft Office, Excel, Traditional art: ink, water colour, acrylics
Expertise in	Concept Art, Digital Matte Painting, Illustration, Creature- Character- Prop Design, Storyboarding, Background Design, Keyframe- Mood Board Design, Anatomy Drawing
Interests	Digital Art, Creature Design, Illustration, Comics, Games, Brazilian Jiu-Jitsu, Basketball

Munich, 14.02.2022

