

Lara Frank

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Professional experience

- 01/2023 – 07/2023 **2D Background Artist - External** at Chimera Entertainment, RCP, Munich
- Creating 2D/digital backgrounds for the mobile phone game “Shadow and Bone”
- 10/2022 – ongoing **2D Game Artist** at Thera Bytes GmbH, Munich
- Creating game icons and concepts for game assets and characters
 - Visual problem solving for the game look, VFX tasks and UI
 - Strong teamwork through continual exchange of ideas to improve the current designs
- 04/2022 – 10/2022 **Junior 2D Game Artist**
Internship at Thera Bytes GmbH, Munich
- 01/2020 – ongoing **Graphics – Communication Designer, Junior Art Director**
Extra-professional work
- Creation of concept designs, DMPs, illustrations, posters, logos and storyboards
- 09/2017 – 06/2021 **Concept Artist / DMP / Illustrator** at Velvet Mediendesign GmbH, Munich
- Develop visual guides and targets that can then be executed on by a development team
 - Creation of character/object/architecture designs, matte paintings, storyboards, illustrations
 - Work closely with the Creative Director to develop concept art that defines the overall look and art style of the films and advertisements
- 06/2016 – 08/2017 **Concept Artist and Illustrator**
Internship/working student at Velvet Mediendesign GmbH, Munich
- Create project defining artwork that explores a wide range of styles and specific moods
- 01/2016 – 04/2016 **Animator**
Internship at Fabrique d'Images; Luxembourg
- Animating at the children series „Polo-Series“ with the program Toon Boom

Education

- 09/2014 – 08/2017 **Bachelor of Arts in Animation Production (First Class Honours)**
Arts University Bournemouth (AUB), UK
- Studying 2D animation, storytelling, character and background design, concept and visual development, colour theory, light and human/animal anatomy
 - Creation of a 2D animation graduation film (background, concept and visual development)
- 08/2013 – 05/2014 **Propaedeutic with focus on 2D animation and acting**
Foundation Course in Art and Design Luzern HSLU, Switzerland
- 08/2010 – 07/2014 **Matura in the professional field of art**
Cantonal school St. Gallen FMS, Switzerland

Skills

- Languages German (mother language), English (speaking and writing fluently), French (B1)
- Software Adobe Photoshop (Expert), After Effects (Advanced), Blender (Beginner), Unity (Beginner), Adobe Illustrator, Maya, Procreate, Toon Boom Animation, Microsoft Office, Excel
- Core Proficiencies Concept Art, Illustration, Creature/Character/Prop-Design, Storyboarding, Matte Painting, Background Art, Keyframe/ Mood Board-Design, 2D Animation, Artistic Vision
- Interests Creature Design, Anatomy Studies, Comics, Games, Brazilian Jiu-Jitsu, Acrylics, Music

