

RESUME – Flavia Rodríguez Heinlein

* 19.07.1989 in Uelzen, Germany

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Germany **Web:** <http://flaviarheinlein.de>

Education: M.A. Time-dependent media - sound, vision, *games* (HAW, Hamburg 2018)
B.A. Graphic Design & Digital Media (HAWK, Hildesheim 2014)
Abitur (Gymnasium Himmelsthür, Hildesheim 2009)

Experience: Freelance Character Artist & Animator (since January 2018 - Mooneye,
Lost the Game Studios, Shape-Shift)
HAW Hamburg - Character & Technical Artist (October 2017 - April 2018)
Pfannenberg Europe - Product Visualisation (December 2016 - August 2017)
StrixLab - Character Artist, Animator (April 2016 - April 2017)
KING Art - Internship 2D & 3D (March 2014 - August 2014)

Languages: German (*native language*)
Spanish (*native language*)
English (*full professional proficiency*)
French (*fluent comprehension and reading*)

Software: 3dsMax (*proficient*), Maya (*intermediate*), Blender (*beginner*),
Topogun (*proficient*)
Marvelous Designer (*proficient*)
Substance Designer & Painter (*advanced*)
ZBrush (*proficient*)
Adobe Creative Suite (*proficient*)
Unreal Engine 4 (*advanced*), Unity 3D (*beginner*)

Track record: Lindley AR App (Shape-Shift, 2018)
ECHY 2018 - Lindley Digital (HAW, 2018)
Wer weiß denn sowas? (Lost The Game Studios, bitComposer, 2018)
Lost Ember (Mooneye, 2019)
The Book of Unwritten Tales 2 (KING Art, THQ Nordic, 2015)
My Sunny Resort (KING Art, upjers, 2015)