

Carolin Schweizer Resume

Character Design | Visual Development

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 www.caroart.de

 @Caro_Schweizer

Carolin Schweizer is an artist and designer living in Germany. She graduated in Creative Media & Technologies with a focus on animation (traditional / 3D / experimental), she additionally studied Illustration and a History of Arts for Animators and Gamers. Carolin Schweizer has a great passion for creating worlds and storytelling. She contributed towards the visual development of several animated feature films, games and advertisement. She loves to „nerd“ about animation and founded the animated short film evening Cologne (AKFA).

EDUCATION

2012 - TODAY Regular sketch groups in Cologne & online training
- e.g. MOOCs, Schoolism Live Workshops, Skillshare, NMA

JAN 2014 - JUN 2014 California Institute of Arts - Certificate N22T75DMAH
- Live!: A History of Art for Artists, Animators and Gamers

2007 - 2008 Bradford University (Skillset accredited)
- First Class Honours BSc Creative Media and Technologies

2005 - 2007 Macromedia GmbH - Akademie für Medien
- Digital Media Designer

2002 - 2005 Rheinische Friedrich-Wilhelms-University Bonn
- Archaeology, Focus on Ancient Art

WORK EXCERPT

2008 - TODAY Advertisement for different Clients like VW, Granini, Kleiderei, Schweppes Artist for -
Character Design, Concepts, Story Boards, Motion Design

2016 - TODAY Lecturer at the international filmschool Cologne, Germany
Seminars: Character Design, Animatics, Gesture; Tutoring

JUNE 2017 - FEB 2018 Trickstudio Lutterbeck GmbH, Germany
Animated Feature: „Fritzi - eine Wendewundergeschichte“
Visual Development - Lead Character Artist

JULY 2013 Traffix Entertainment GmbH, Germany
Animated Feature: „Der kleine Drache Kokosnuss“
Visual Development Artist - designing Props, including color

NOV 2011 - FEB 2012 Caligari Film- und Fernseh GmbH, Germany
Animated Feature: „Rusty Knight“
Visual Development Artist - Designing props, characters

JAN 2011 - SEP 2012 Caligari Film- und Fernseh GmbH, Munich, Germany
Animated Feature: „Rusty Knight“
Visual Development Artist - Designing props and characters including colors

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AUGUST 2010 Caligari Film- und Fernseh GmbH, Munich, Germany
Animated Feature: „Prinzessin Lillifee und das kleine Einhorn“
Colourist - Working with Director Hubert Weiland for colouring a gallery of paintings

FEB 2010 - JUL 2010 Caligari Film- und Fernseh GmbH, Munich, Germany
Animated Feature: „Prinzessin Lillifee und das kleine Einhorn“
Colour Assistant - Working mainly as colour assistance but also involved in creating Props and Storyboards.

JAN 2011 - FEB 2012 ibt-Studios, Bonn, Germany
Schweppes Imagevideo
Animator - Animating in After Effects

NOV 2008 - FEB 2009 ibt-Studios, Bonn Germany
Animated Feature: „Prinzessin Lillifee“
Colour Grader, creating colour concepts and colour grading, gained basic knowledge of Eyeon Fusion

JUL 2008 - DEC 2008 SWISS Airlines, Switzerland
Online Game „SWISS Wintergame“
Concept Art - Designing the main character, the background and props

28. - 30. OCT 2014 Teaching Character Design Masterclass / Workshop at
ReAnimania Film Festival IAFF Yerevan 2014

25. - 31. OCT 2014 Jury Memeber ReAnimania Film Festival IAFF Yerevan 2014

ADVANCED Strong foundation in traditional sketching, graphite/charcoal, Adobe Photoshop, Adobe Illustrator, Communication

INTERMEDIATE Adobe After Effects, Adobe Premiere, Adobe Audition, Autodesk Maya, Eyeon Fusion, Cubase, Stop Motion Pro

LANGUAGES German (Mother Tongue), English (Fluent C3), French (Basic A3),

Carolin Schweizer believes in effective altruism and lives a conscious life. She meets with like minded people to make art, music, debate and create new things. She loves to learn and develop her skills.

2016 she founded the animated shortfilm evening Cologne AKFA. Her team and she host this event every year to support the animation industry. Her main goal is to raise awareness for the unique art form.