



# SAMUEL STEPHAN

{ Something with Games }



## .PROFILE

I started as a Graphic Designer / Composer. Around 2014 I became involved in the development of mobile games and later landbased slotmachine games.

I am eager to solve problems and have an urge for optimisation, plus: I learn new tools and skills quickly.

Due to my working experience I have a strong focus on 2D games and 2D animation.

I have a B.A. in Communications Design.



## .TOOLS

- ♥ Spine
- ★ Photoshop
- ♥ VS Code
- ★ After Effects
- Unity3D
- Other Adobe Cloud Products
- Version Control Git/SVN



## .LANGUAGES

German ...native language

English ...fluent

Korean ...basics



## .CONTACT\_ME

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## .EXPERIENCE

- now [Okt] 2021 Lecturer | HMKW Berlin  
◇ Game Design, Programming, UX & Screendesign
- now [Jun] 2022 Motion Designer | Gamomat Development GmbH  
◇ Spine Animations & VFX, AE Marketing Videos
- [Jun] 2022 Technical Artist SR. | Bally Wulff Games&Entertainment GmbH  
◇ Tech-Art & 2D Animation (In-House 3D-Engine, Spine & After Effects)  
◇ shipped 13 original games  
◇ helped shipping 10 additional games  
◇ + localizations and conversions  
◇ + post launch maintenance
- [Jul] 2017
- [Aug] 2016 Technical Artist | AERIA GAMES GmbH  
◇ Asset implementation & Optimization for 'Twisted Tales' (mobile game) & Tools  
◇ Adobe Animate, Flashbuilder & Photoshop, Smarty, SASS, JavaScript, PHP, ActionScript  
◇ Debugging  
◇ Communication between Art, Loca & Engineers Departments.
- [Oct] 2015
- [Sep] 2015 Technicals Artist JR. | ATELIER KIECKER GmbH  
◇ Conception and Asset implementation for a 3D Comic App using Unity Game Engine  
◇ Application mockups and prototypes  
◇ Skelletal Animations for browser games  
◇ Illustrations & Vector Graphics  
◇ Managing a successful Kickstarter Campaign
- [Jun] 2014
- [May] 2014 Composer | STENARTS LTD  
◇ Compositing animated comic book trailers  
◇ Illustrations, animation  
◇ Character Concepts  
◇ Asset optimization, cleanups
- [Sep] 2012

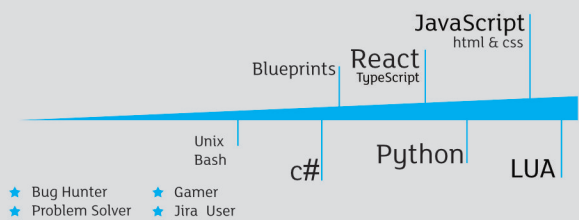


## .EDUCATION

- 2012 Bachelor of Arts in Communications Design  
University of Applied Sciences Berlin · Final Grade 1.4
- 2008
- 2008 Internship  
Druckpunkt Spandau, Grafik u. Design (Printer)
- 2007 Internship  
Tischlerei Blisse u. Sohn GmbH\* (Carpentry)
- 2006 Civilian Service / Zivildienst  
Evangelisches Johannesstift Berlin
- 2005 Graduate from Highschool / Abitur  
Carlo Schmidt Oberschule, Berlin



## .SKILLS



## .INTERESTS

Coffee / Miniature Painting / Boardgames / Pico-8 / Double Bass