

Arianna Buscemi



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Skills Summary

2D Animation
Visual Development
3D Lighting and Shading
Compositing

Teamwork ability
Production Management

Software Skills

Adobe Photoshop - Advanced
Adobe AfterEffects - Advanced
Adobe Illustrator - Advanced
Procreate - Advanced
ToonBoom Harmony - Proficient
Adobe Animate - Proficient
Unity - Proficient
Blender - Proficient

Languages

Spanish - Native
German - Native
English - Fluent

Special Interests

Cosplay
Crafting
Dancing

About me

Passionate 2D animator and visual development artist, Bachelor of Arts graduate from the University of Applied Sciences. Creative problem solver who has worked on several team projects, with experience working with customers orders and feedback.

Work Experience

BreakOut Escape Rooms
Dec 2025 - present
Game Master

MTWerbetechnik Oberursel Advertising Agency
Oct 2020 - Feb 2022
Design - Logos, Banners, Flyers, Business Cards

Playlist4You Animation
Studio - Student Internship
Oct 2024 - Feb 2025
Compositing for 2D animated series

Aug 2019 - Apr 2020
School internship

Educational History

2021 - 2025
University of Applied Sciences, Hochschule Darmstadt Germany - Animation & Game

2014 - 2019
Heinrich-von-Kleist School, Eschborn Germany

2019 - 2021
Gutenberg School, Frankfurt Germany
Advanced technical college qualification (Fachhochschulreife)

2011 - 2014
Primary School Weißkirchen, Oberursel Germany

2009 - 2011
Primary School Beariz, Spain

Courses
Volkshochschule Hochtaunus
2024
Perspective Drawing

2019
Meditative Drawing to music

2017
Comic Drawing, Manga Drawing, Graffiti, Portrait Drawing, Environment painting with acrylics

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