



# Arianna Buscemi

## 2D Animation & Visual Development

### About me

2D animator and visual development artist currently studying Animation and Game. Passionate about animation and visual storytelling.



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Germany

### Skills Summary

2D Character Animation

2D VFX

Concept Art

Environment Design

Compositing

Some experience in 3D

Lighting and Shaders

### Software Skills

ToonBoom Harmony - Proficient

Adobe Photoshop - Advanced

Adobe AfterEffects - Advanced

Adobe Illustrator - Advanced

Adobe InDesign - Proficient

Adobe Premiere Pro - Proficient

DaVinci Resolve - Advanced

Procreate - Advanced

Blender - Intermediate

### Languages

Spanish - Native

German - Native

English - Fluent

### Special Interests

Making Comics

Crafting

Dancing

### Work Experience

Playlist4You Animation  
Studio - Studen Internship

Oct 2024 - Feb 2025  
Compositing for 2D  
animated series

MTWerbetechnik Oberursel -  
Advertising Agency

Oct 2020 - Feb 2022  
Design - Logos, Banners,  
Flyers, Business Cards

Aug 2019 - Apr 2020  
School internship

### Educational History

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

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

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

2011 - 2014  
Primary School Weißkirchen,  
Oberursel Germany

2009 - 2011  
Primary School Beariz, Spain

### Courses

Volkhochschule Hochtaunus

2024  
Perspective Drawing

2019  
Meditative Drawing to music

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

June 2025, 