



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

3D Lighting and Shaders

Software Skills

ToonBoom Harmony - Proficient

Adobe Photoshop - Advanced

Adobe AfterEffects - Advanced

Adobe Illustrator - Advanced

OpenToonz - Proficient

Adobe Animate - Intermediate

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, 