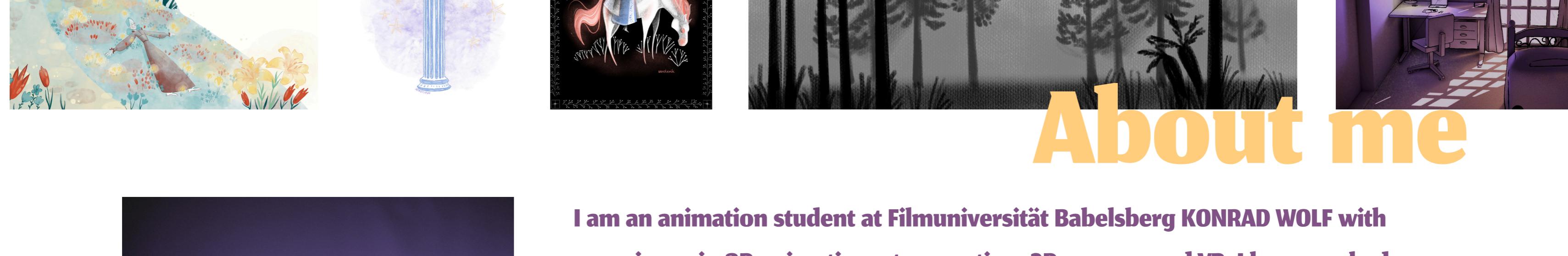




About me

Animation

Projects



About me



I am an animation student at Filmuniversität Babelsberg KONRAD WOLF with experience in 2D animation, stop-motion, 3D, games, and VR. I have worked as an animator and director on various student and professional projects.

My professional experience includes background and animation work at Shopski Animation Studio.

I have worked in game development, contributing to visual development and animation for a 2D game at Flying Door Studio, as well as on a VR project

I am the author and illustrator of the children's book "Anja und der Blumenzauber".

I also regularly lead animation workshops for children, and I am actively involved in the organization of the Sehsüchte Film Festival, gaining valuable insight into festival programming and film culture from behind the scenes.

I am interested in collaborative, visually driven projects within animation studios, games, and interdisciplinary formats.



Projects



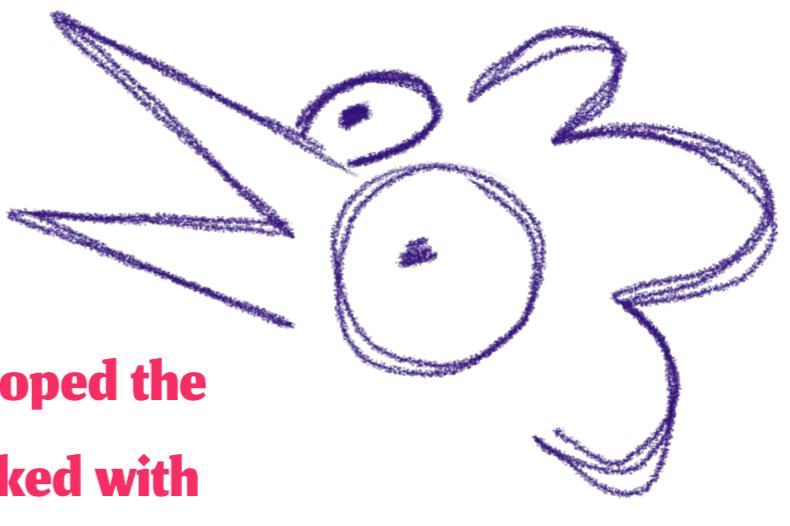
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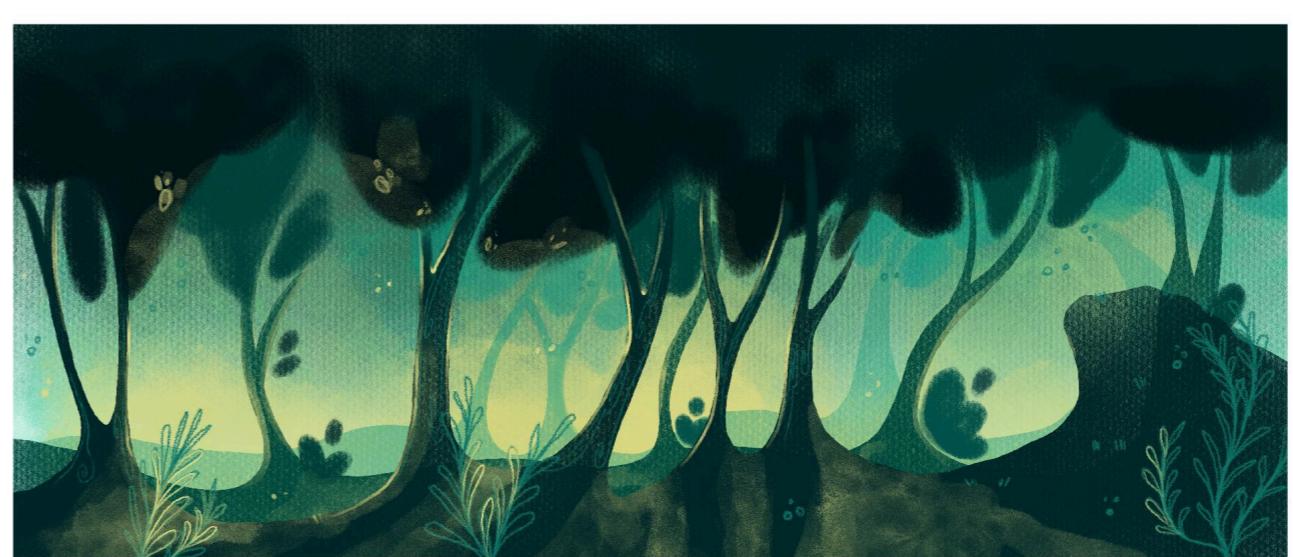
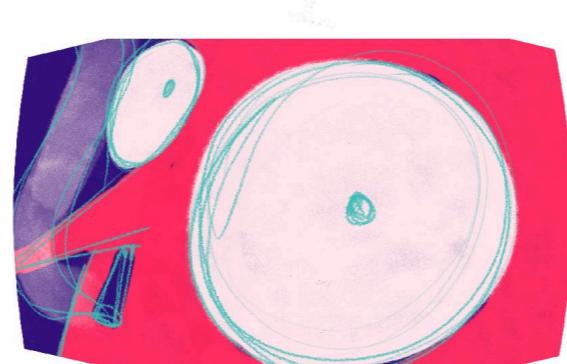
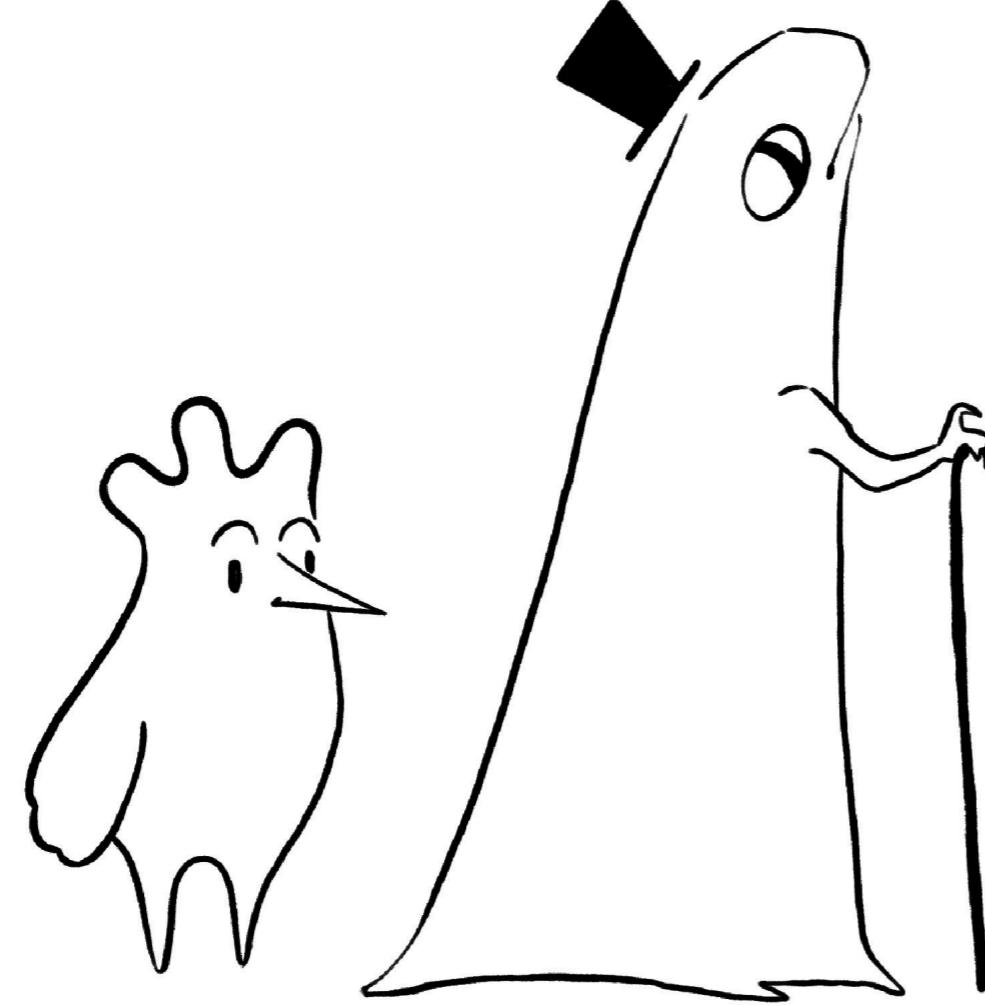
Poker

The short film was created as part of a workshop at Babelsberg University. Over five days, we developed the story, characters, and visual style, animated the scenes, and completed the compositing. I also worked with musicians who created the film's musical accompaniment.

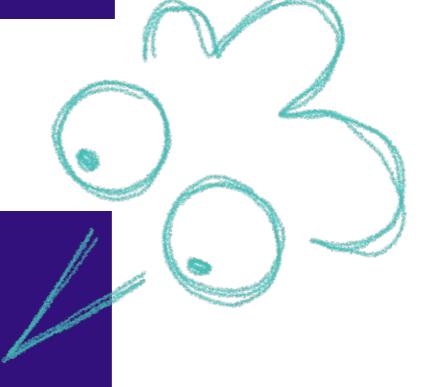
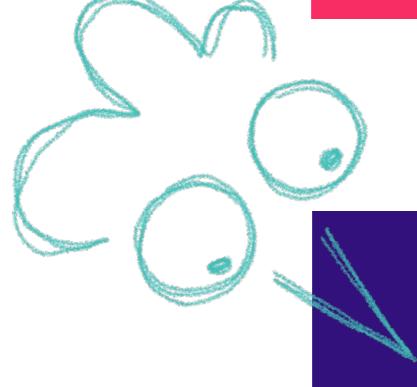
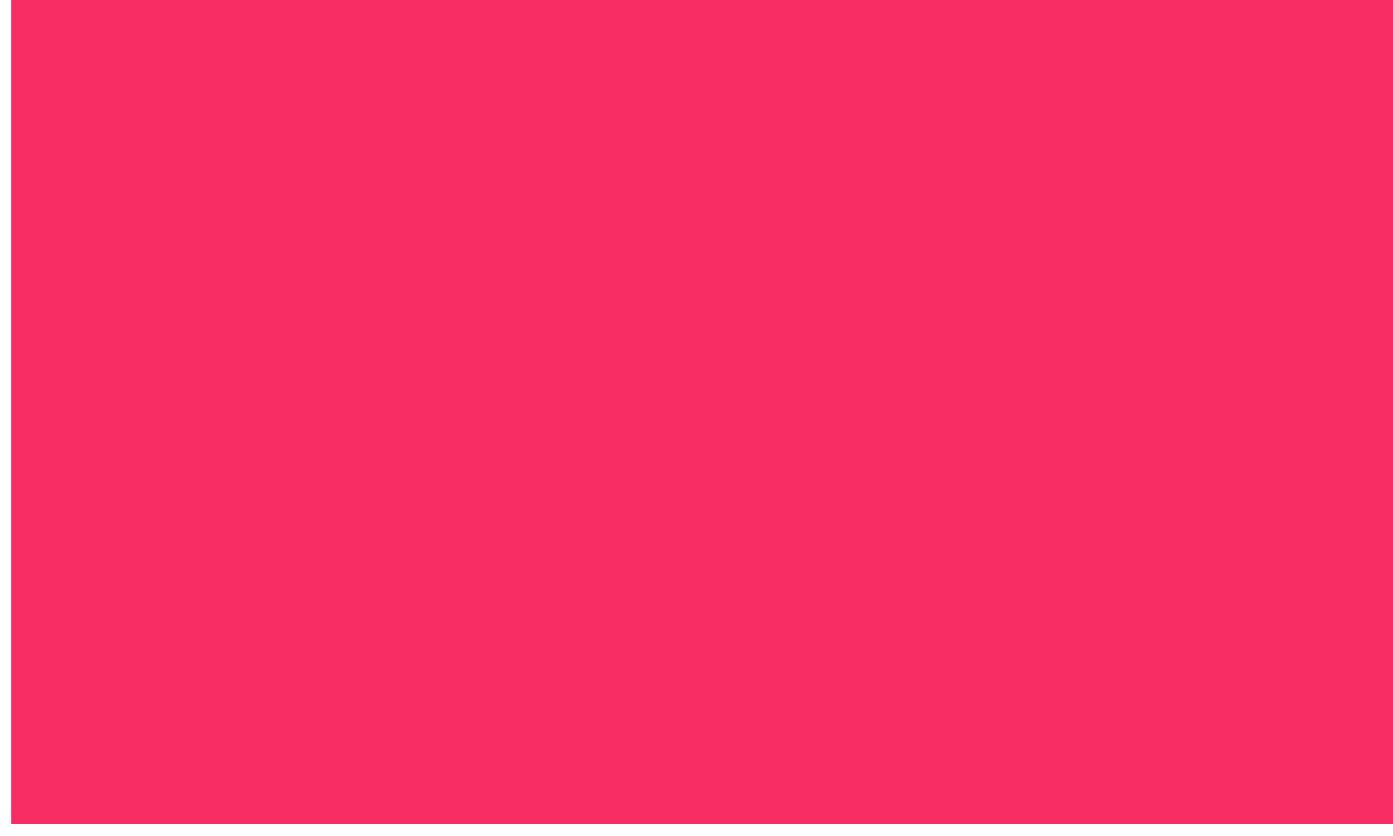
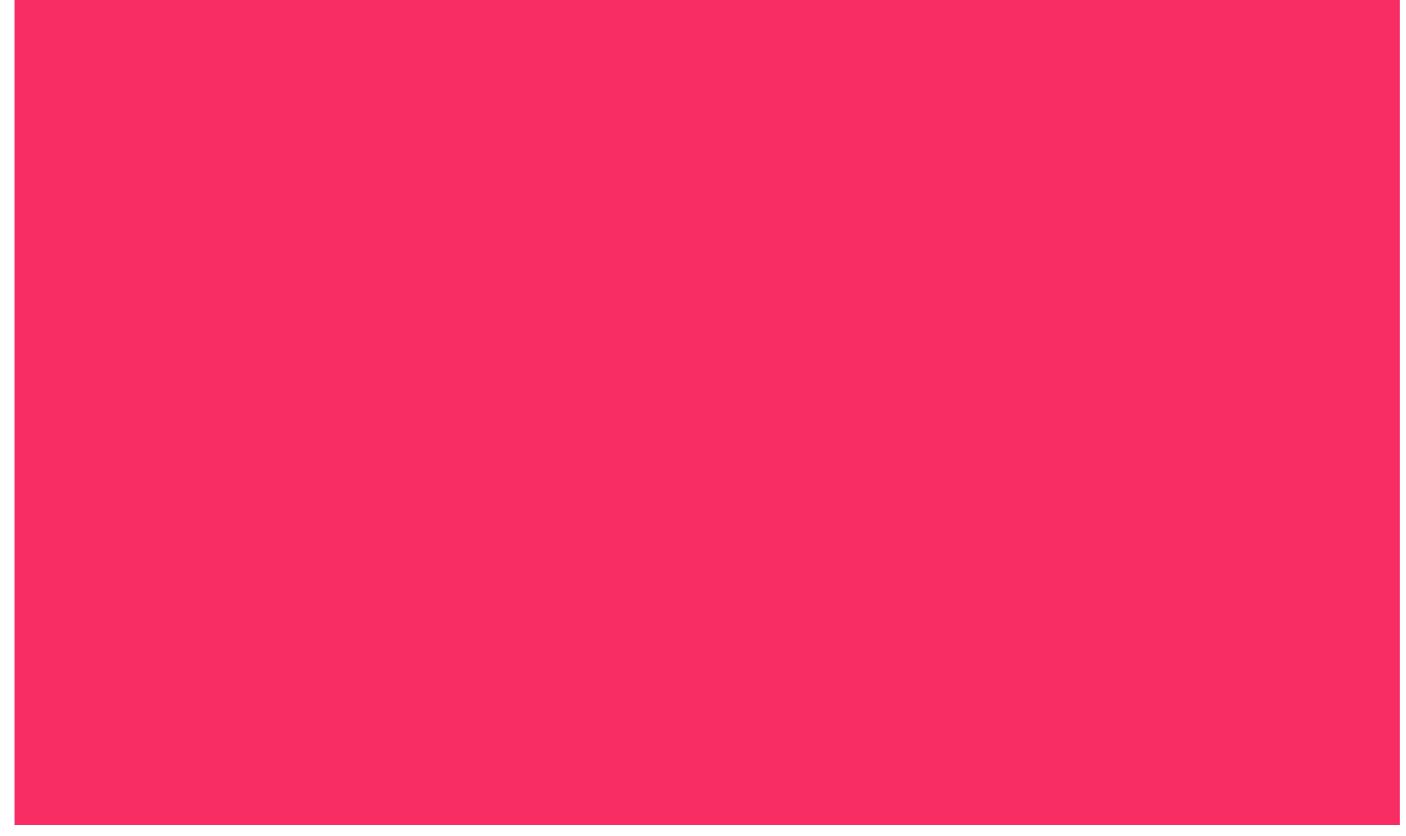


The story follows a character who loses a poker game. I explore the influence of society on the individual. I wanted to experiment with color and animation, as well as camera movement, framing, and lighting.

Design



Compositing



Anja

Anja is a character I created for a children's book. She is a witch who protects and cares for flowers in the forest.

The story follows her journey to find a special flower. Along the way, Anja discovers landscapes and nature far beyond her own forest.

For this project, I created over 20 illustrations, character animations, and a stop-motion puppet.

