



E-mail: [eisahanin@gmail.com](mailto:eisahanin@gmail.com) | Tel: +43 650 3910271 |  
Website: [eisahanin.github.io](https://eisahanin.github.io) , [hanineisa.carrrd.co](https://hanineisa.carrrd.co)

## Skills

### Graphic Skills

Clip Studio Paint; Unreal Engine 4; Autodesk Maya; Lightroom, PhotoShop, Illustrator, InDesign, After Effects, XD; Resolve

### IT Skills

Content Management System (Droople, Wordpress); Microsoft Word, PowerPoint and Excel; HTML, CSS, Bootstrap and Git; Instagram and Twitter; Windows; MacOS

### Main Points

Brand Design, Character Design, Concept Art, Animation, Comic Art, Print Design, Illustration, UI Design, Logo Design

### Languages

English (Mother Tongue),  
German (Advanced),  
Arabic (Basics)  
French (Basics)

## Experience

**04/2019 - Now**

### **Freelance Illustrator and Designer, Vienna, Austria**

- Illustration, Graphic and Web Development of Homepages and Animations, and Video Production for Clients.
- Freelance Art of various branches, such as scientific Illustrations and Social Organisations

**04/2019 - 09/2019**

### **Internship at the Advocacy und Media Relations Department in UNIDO, Vienna, Austria**

- Layouts, Prints, Videos, Branding Material, and Social Media Graphics for Events and Conferences
- Published [the first two Issues of a Newsletter](#) for a Department
- Video and Camera Support for [ICONVienna Brand Summit](#), and [Forum for Quality Infrastructure](#)

**02/2019 - 06/2019**

### **Character Design Club with SportBox GmbH at Vienna International School, Vienna, Austria**

- Taught students the principles of Character Design
- Communicated Information in an engaging, and short and snappy way
- Produced worksheets to be used in the Activity

**12/2018 - 02/2019**

### **Temporary Work in ManPower GmbH, Vienna, Austria**

- Organised Clothes by Shop Layout and Offers
- Counselling customers during the Holiday and Winter Season

**09/2017 - 05/2018**

### **Concept and Game Artist with Dr Baris Isikguner at the Cambridge School of Art, Cambridge, United Kingdom**

- Illustrated and debated the Concept of the Main Player Character
- Transformed the [2D Concept into 3D](#) Character with Animations
- Programmed a Prototype of the Main Character movements in [Unreal Engine 4](#)

# Education

## Expected

**09/2020 - 06/2023**

## Masters of Arts in Art & Science

Universität für angewandte Kunst Wien, *Vienna, Austria*

**08/2015 - 07/2018**

## Bachelor of Arts Honours in Computer Games Art

Anglia Ruskin University, *Cambridge, United Kingdom*

**07/2013 - 06/2015**

## International Baccalaureate with Matura Equivalence

Vienna International School, *Vienna, Austria*

# Other

## Social Engagement

3D Modelling Teacher, UN Womens Guild, AFCU - African Cultural Union,  
School Volunteer at Vienna International School

## Projekte

**01/2013 - Now**

### [My Roommate is a Murderer!!](#)

A Webcomic about two roommates where one is a murderer.

**02/2019 - 06/2019**

### [How-to Character Design Book](#)

The Workbook to the Character Design Club. Contains worksheets and cheatsheets.

**08/2018 - 08/2018**

### [Microbiota Panic \(Ludum Dare Game Jam\)](#)

An entry for a 72 hour Game Development Competition. The Theme was "Not Enough Space".

**07/2017 - 12/2018**

### [Bug Jump \(3D Figurines\)](#)

A series of Insect Characters with Clothes of their Origin.

**05/2017 - 10/2017**

### ["The Mute Princess"](#)

A Picturebook about a Princess who is mute.

**01/2017 - 05/2017**

### [Loki Thievery](#)

An Infinite Runner, where you play as the Thief Rubio running away from the Asguardians Quartzo and Vereda.

## Interest

Tai Chi Quan, Comics and Manga, Cooking and Baking, Illustration, Education,  
Travel (10/2019 - London, UK; 09/2019 - Khartoum, Sudan)

