

JOHANNA RUPPRECHT

Visual Development Artist
Color Designer
Illustrator

ABOUT ME

Hard working artist with a proven ability to deliver high quality work while meeting deadlines.

Always striving to keep an open mind and think outside the box. Never stop learning, always stay humble and help others grow as well.

Looking forward to working in a team as excited about creating worlds and stories as I am! **Magic happens when everyone brings their unique skills to the table, creating something great as a combined effort.**

CONTACT ME

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STRENGTHS & FOCUS

Environment & Prop Design

Color & Light

Evoking Emotions

Visual Storytelling

Research

Teamwork & Communication



WORK EXPERIENCE (SELECTION)

- 2019: **Cinematic Illustrations for Adventure Game** (Soma Games: "The Lost Legends of Redwall: The Scout")
- 2019 / 2018: **Visual Development for 3D CG animated series** ("Narbonic")
- 2019: **Narrative Game Backgrounds** (KOSMOS publishing: "Die Vulkaninsel")
- 2019: **Narrative Board Game Card Design** (ITB Board Games: "Crypt X")
- 2018 / 2017 / 2016: **Visual Development for CG feature animated film** (Milkroom Studios/Trixter Productions: "Melvin und der Lotus")
- 2018: **Concept Art for Story Game** (Mitosis Games: "Millionaire Mansion")
- 2018: **Concept & Pitch Artwork for unannounced game** (Prideful Sloth)
- 2018: **Concept Art for Sci-Fi/Fantasy VR water slide experience** (Milkroom Studios/Ballast VR: "Space Glider" at Erding thermal spa)
- 2017: **Concept Art for Sci-Fi VR game** (Milkroom Studios/Munich Re)
- 2017: **Background Design & Illustration for narrative adventure game** (mmc - Agentur für interaktive Medien GmbH: "Martin Luther")
- 2017 + 2016: **Concept Art for flying simulation game** (Milkroom Studios/ Europa-Park/ Mack Media: "Voletarium: Sky Explorers")
- 2015 + 2016: **Background Illustrations, overpaints and style adjustments** (Ubisoft BlueByte: „Champions of Anteria“)
- 2013 - today: **private commissions, cover art, etc.** (various clients)



QUALIFICATIONS

- Concept Design of Environments and Props**, Character Design
- Telling stories, building worlds & creating emotions** with color, light and mood as well as composition, shape language and perspective
- Sketching, drawing and painting** with various digital techniques and traditional media
- Iterating ideas & problem solving**, to find the best possible solution
- Researching & gathering references** for believable and appropriate designs
- Willing and able to adapt** quickly to various styles, art direction and working in a team, willing and able to listen to feedback, improve & work hard as well as give feedback and help to others, sharing tips & tricks
- Team player**, brainstorm with colleagues to come up with better solutions
- Languages**: German (native speaker), English (fluent)



EDUCATION

- 2019 **CGMA Master Class "Visual Development"** with Armand Serrano
- 2015 **CGMA Master Class „Environment Design 2“** with Charles Lee
- 2015 **Mentorship „Environment Design for Production“** with Kalen Chock
- 2014 **CGMA „Fundamentals of Environment Design“** with Jason Scheier & Kalen Chock
- 2008-2014 **BSc. & MSc.** (Biology/Molecular Ecology), University Bayreuth
- Self taught**: drawing, painting, designing, digital techniques and workflows and knowledge of various 2D and 3D software packages (see „software“)



SOFTWARE



Photoshop



Maya



DAZ Studio



Unreal Engine