

# LEANNA GEIDECK

CONCEPT ART / VISUAL DEVELOPMENT / CHARACTER DESIGN

## EXPERIENCE

### THREAKS GmbH

#### CONCEPT ARTIST & LEAD ARTIST

Since 2018

THREAKS is an indie games studio in Hamburg with a wide range of styles and concepts. My work involves creating concepts for both 2D and 3D games, as well as make assets to be used directly in-game such as backgrounds, items, and props.

I had the opportunity to be the artistic lead on a project, providing the art direction for said project and handling external artists, as well as creating key art myself.

Due to the smaller team size, I was able to also work on storyboards, beatboards, and contribute to the story.

### University of Europe

#### LECTURER

Since April 2021

I teach Art for Games at the University of Europe, a class that covers design and art fundamentals such as composition and color theory. My current class consists of 26 students.

### Freelance

#### GRAPHIC DESIGN AND ILLUSTRATION

Since 2017

I have created illustrations and marketing materials for several clients over the years.

## EDUCATION

### Hamburg University of Applied Sciences

#### BACHELOR OF ARTS in Design and Visual Communications

2014 - 2018

Outside of the design curriculum, I also took illustration and general art classes, as well as life drawing classes.

I worked as a student assistant and was in the organisational committee for the school's exhibition booth at the Leipzig Book Fair.

## CONTACT

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📷 [Instagram](#)

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➔ [Portfolio](#)

## SKILLS

Concept Art / Vis Dev

Character Design

Prop Design

Storyboarding

Illustration

## PROGRAMS

- Photoshop
- After Effects
- Blender

## LANGUAGES

- German
- English

## OTHER

- graphic tablet / Cintiq
- Mac / Windows PC
- Trello, Discord, Codecks, Microsoft Teams, Zoom, Slack