

Desirée Scheper

2D animator & 2D generalist

I'm a 2D animator with experience in game development and illustration work. I am a fervent animator with a passion for creative storytelling, humorous cartoons, and hand drawn animation. Having worked in a military position as well as serious gaming I know the value of efficient communication and good collaboration, my work as a producer and animation lead on my graduating film 'Meet Me In The Woods' developing those skills further. Currently located in the UK but have an EU passport and am willing to relocate.

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Work experience

2024 Aug **WCAnimated** Volunteer
2D animator on a fan made non-profit project based on the 'Warriors' books by Erin Hunter.

2024 Jun – Jul **Light Art Creatives**
2D animator on a projection mapping project featuring winter holiday themed animals.

2023 May – 2024 Jun **Course Ambassador/Unibuddy**
University representative and customer service at open days.
Answering questions online for student applicants.

2021 Jan – 2023 Sep **Freelancer**
Collaborating with clients to create targeted work. Clients include logo design for photographer Beaureography, merch design and animated outros for various streamers like TheOnlyZanny, and illustrations for various clients and purposes

2019 Sep – 2020 Feb **SimCenMar** 6 month Internship
Provided graphic design and illustrations for the simulation centre of the Royal Dutch Navy. We produced training simulation games and recruitment material in a small team.

2019 Feb - Aug **Bliksems!** 7 month Internship
Created animations and illustrations for marketing and promotional material with a special focus on augmented reality

2019 Feb - Aug **SchoolForNinja** 7 month Internship
Developed concept art and level design for serious gaming with a focus on burnouts and mental health. Also created animation from rough to game ready in a small animation team and collaborated with developers to ensure smooth handover between departments.

Short film experience

2024 **'Meet Me In The Woods'** Student graduate film AUB – Producer, animation lead, clean-up & colour artist, composing

2024 **'Bedtime Guardian'** Student graduate film AUB - Animator

2023 **'Le Chateau des Chats'** Student graduate film AUB – Animator & Clean-up artist

2023 **'I hate my reaping job'** Student graduate film SVA – Clean-up & Colour artist

2023 **'Rogue'** Student film SVA – Colour artist

2023 **'Train ride'** Student graduate film AUB – Animator & Clean-up artist

2022 **'Guardian'** Student graduate film AUB – Clean-up artist

Education

2021 - 2024 BA First Class Honours Animation production Arts University Bournemouth
2021 Language Cert English communication B2

2016 - 2020 MBO Game art Media College Amsterdam
With specialisation in agile game production, software, and design

2017 Anglia proficiency certificate English C1

2013 - 2016 VWO Lyceum aan zee Den Helder

Software skills

ToonBoom Harmony
ToonBoom Storyboard Pro
Adobe Animate
Adobe Photoshop
PainttoolSai
Autodesk Maya
Blender
Adobe Premier pro
Adobe Dreamweaver
Unity
Microsoft office

Other skills

Character design
Illustration
Storyboarding
Writing
Game animation
Game development
Pc proficient
Acting

Hobbies

Novel author
Dungeons and dragons
Voice acting
Cooking/baking
Quantum mathematics
Philosophy

Languages

English
Dutch
German
Spanish