



# Kristina Rieder

Game Designer • Motion Designer • 3D Artist

## Work Experience

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### ESRI R&D Center - Zurich, CH

Technical Animator Intern - January 2023 to May 2023

- Conducted research on animation techniques to enhance the web API of Esri.
- Selected an individual animation project based on the research findings.
- Created a prototype in Unity using C# to showcase procedural animation.
- Presented the project, including the prototype and research findings.

### Miduca Digital Creative LAB - Zurich, CH

Digital Producer - October 2022 to December 2022

- Collaborated as part of a team at the Miduca Creative Lab on an e-learning project.
- Edited videos to enhance visual quality and ensure engaging content.
- Created interactive modules and simulations using Articulate Storyline.
- Exported the project as a SCORM packet and successfully uploaded it to the webpage.
- Conducted quality control and made necessary corrections to simulations, videos, and other components.

### Holzbau Schweiz - Zurich, CH

Web Designer - September 2022

- Assembled content material for the website using WordPress.
- Implemented, uploaded, and edited content (text, fonts, images).
- Designed icons for the website.

### Dissoïd Productions - Zurich, CH

Motion Designer - April 2019 to Mai 2019

- Filtered project-based pictures and modified them in Photoshop (e.g., color corrections, removing people and objects).
- Created keyframe animations in After Effects for educational and informative videos.
- Served as an event management assistant for the Fantasy Basel 2019 expo, advising customers at the booth and taking professional pictures.

Animation & Motion Design Intern - September 2016 to July 2017

- Implemented the storyboard into scenes given by the lead storyboard artist.
- Assisted the film director during shootings, such as organizing scenes and takes.
- Performed animation and in-betweening of characters using TVPaint.
- Created motion graphics animations in After Effects and utilized plugins such as Duik.
- Produced vector and bitmap illustrations in Adobe Photoshop and Illustrator.
- Conducted video editing and created animatics using Premiere Pro.
- Involved in the full production process of animation, including conception, preproduction, production, and postproduction.

## Contact

### Mail

kris.rieder@outlook.com

### Mobile

+41 79 174 37 33

### Portfolio

kristinarieder.com

## Education

2019 - 2022

Zurich University of Arts  
BA Game Design

Fall 2018

Zurich University of Arts  
Propaedeutics

2013 - 2017

Cantonal School Zurich  
North

Baccalaureate in  
Information &  
Communication

## Software Skills

Photoshop	Blender
Indesign	Cinema 4D
Animate CC	Unity
Premiere Pro	TVPaint
After Effects	Wordpress
Illustrator	Articulate

## Languages

English	● ● ● ●
German	● ● ● ●
French	● ● ○ ○
Thai, verbal only*	● ● ● ●