



Eileen Rüegg

27.02.1997

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Language

German (Native)
English (Fluent)
French (Basic)

Hobbies

Drawing
Music
Leather working

About me

Hi I'm Eileen. I am currently studying Game Art at the Forsberg University in Stockholm after finishing my game design bachelor in Zurich.

Right now I'm looking for an internship as a 3D Artist.

Over the past couple of years, I have enjoyed tackling a wide variety of challenges and have been developing my skills in multiple aspects of game design such as level, character, animation, narrative and UI design. I'm focusing on creating assets, characters and levels, both in 2D and 3D.

I create games to help people forget about everything and have the chance to escape to a new world.

Education

2017-2020 Game Design Bachelor
Zurich University of the Arts

2015-2017 Preparatory design course
School for art and Design Zurich

2012-2015 Highschool Switzerland

Skills

Game Engine	Sound	Source Control
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- Unity	- Reaper	-Github
- Unreal Engine	- Audacity	

2D	3D
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- Photoshop	- Blender
- Illustrator	- Maya
- Indesign	- Cinema 4d
- ProCreate	- Zbrush
- Premiere Pro	- Substance Painter
- After Effects	- Substance Designer