Sabrina Rahali || Graphic Designer || Animator ||

About Me

Colleagues and clients describe me as an efficient and detail-oriented artist with a strong commitment to delivering high-quality work. I enjoy collaborating and become very engaged when I can contribute to the creative process. I have experience with both digital and traditional media and am always eager to learn new skills.



Werk Experience

VU University June 2017 -

Freelance Graphic Designer (On Call)

I provide commission-based creative services and tailor-made solutions, such as posters, portraits, translations, and prints with tight deadlines. Clients appreciate my ability to think along with them and respond quickly to their needs, making me a reliable partner for various projects.

EY Wavespace June 2024 - August 2024

Graphic Designer and Storyboard Artist

At EY, I quickly adapted to various projects. I stepped in last-minute as a graphic artist for a referendum, adjusting the branding, creating visuals, and converting documents to the correct style. Additionally, I worked on smaller assignments for Wavespace, such as storyboarding, video editing, and presentations. My flexibility and ability to learn quickly were highly appreciated.

Studio Chicken Leg Januari 2023 - July 2024

2D Animator and Graphic Designer

Animated Short: The Missing Ingredient

Periscoop March 2022 - June 2024

Volunteer

Representing the company at conventions and trade fairs, with key responsibilities including promoting and selling films and related products.

Additionally, actively engaging with potential customers and contributing to increasing brand visibility.

Plastiek May 2022 - August 2022

Internship: 2D Animator and Graphic Designer

•Animated Comic: Human Recources

Animated Comic: Hyperventure Legacy

Submarine Januari 2022 - April 2022

Internship: 2D Animator and Graphic Designer

Animated Short: Dog Days

- Winner Shortcutz Annual Awards 2024: Best Animation
- Winner Ennesimo Film Festival 2024: Jury Award

Due to extended pre-production, a backlog arose. In addition to my role as a clean-up artist, I took on extra responsibilities such as model corrections, character design, and animation. As a result, the deadline was met, earning praise from both the director and producer. The animation won two awards, one of which was for Best Animation. This experience gave me the confidence to take on greater challenges.

Basegames Januari 2016 - Februari 2017

Internship: 2D Animator and Graphic Designer

OLVG October 2011 - December 2013

Volunteer

Providing care to elderly patients.

Education

Bachelor Animation 2019 - 2023

Willem de Kooning Academy Rotterdam Autonomous

- Notable project:
 - Short Film 'Stowaway'

Cours de Français 2018 - 2019

Software Engineering 2017 - 2018

Hogeschool van Amsterdam

Graphic design - Game Art 2013 - 2017

Mediacollege Amsterdam

Languages

Fluent Dutch

Fluent English

Good Berber

Basic French

Skills

Basic Java

Basic HTML

Software experience

Clipstudiopaint

Krita

Procreate

TvPaint

• 3D Max

• Blender

Cinema 4D

Maya

Adobe Suite

Adobe After Effects

Adobe Animate

Adobe Audition

Adobe Dreamweaver

Adobe Illustrator

Adobe InDesign

Adobe Photoshop

Adobe Premiere pro

MS Office

• Word

Excel

Powerpoint

Storyboarding

Character design

Typography

UI/UX Design

Web Design

Project Management

Motion Graphics

2D animation

3D Modelling

3D animation

Event Coordination

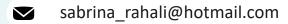
Customer Engagement

Sales

Product Promotion

Drivers license (B)

Contact



in https://www.linkedin.com/in/sabrina-rahali-629558ba/

Portfolio

https://www.sabrinarahali.com

