

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 Resources
- 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

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Portfolio

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