



## STUDENT

# Lisanne Gauger

I'm an Animation & Game student specializing in production and project management, turning creative ideas into focused and well-guided projects. I enjoy supporting teams by structuring pipelines, coordinating collaboration and creating the conditions that allow creative work to thrive.

Beyond coordination, I bring 3D creatures, characters, and environments to life, exploring shape, mood and storytelling through design.

Motivated by curiosity, collaboration and continuous growth, I'm eager to take on new challenges and contribute to creative projects.

✉ [lisanne.gauger@gmail.com](mailto:lisanne.gauger@gmail.com)

🏠 Heppenheim

📅 4 Dec, 2002

🌐 German

## LANGUAGES

- German | Native
- English | Advanced
- French | Elementary

## EXPERIENCE

- Aug 2012  
Jun 2020 **Liebfrauen-Schule Bensheim.**  
Abitur
- May 2019  
Jun 2019 **SGD Darmstadt.**  
Internship in Marketing and Graphic Design
- Sep 2020  
Aug 2021 **Nibelungenmuseum Worms.**  
Voluntary Social Year
- Oct 2021  
Sep 2022 **Technische Universität Darmstadt.**  
Philosophy and Sociology
- Oct 2022  
Present **Hochschule Darmstadt.**  
Animation & Game

## PROJECTS

### Expertise

- Project & Production Management
- 3D Modeling & Sculpting
- 2D Concept Art
- Level & Game Design
- Video Editing

### Tools

- Blender & Zbrush
- Unreal Engine & Unity
- Adobe PS, AE, ID
- Davinci Resolve

### Key Strengths

- Project planning and coordination
- Strong teamwork and collaboration
- Research and problem-solving skills
- Creativity and design thinking
- Analytical and critical thinking