



LISANNE GAUGER

EXPERIENCE

I am an Animation & Game student with a passion for both production management and 3D art. I enjoy combining creativity with structure, turning ideas into playable experiences through thoughtful planning, collaboration, and hands-on development. Whether coordinating a team or creating game worlds, I am driven by curiosity, continuous learning, and a passion for building meaningful games.



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4 Dec, 2002



www.lisannegauger.com

German - Native

English - Fluent

Frensh - Basic



Aug 2012
Jun 2020

Liebfrauen-Schule Bensheim
Abitur



May 2019
Jun 2019

SGD Darmstadt
Internship Marketing & Graphic Design



Sep 2020
Aug 2021

Nibelungenmuseum Worms
Voluntary Social Year



Oct 2021
Sep 2022

Technische Universität Darmstadt
Philosophy & Sociology



Oct 2022
Present

Hochschule Darmstadt
Animation & Game

CORE SKILLS

EXPERTISE

- Project & Production Management
- 3D Modeling & Sculpting
- Environment & Concept Art
- Level & Game Design
- Narrative & Worldbuilding

TOOLS

- Notion, Miro, Jira
- Blender, ZBrush, Substance 3D Painter
- Unreal Engine, Unity
- Adobe Photoshop, After Effects
- DaVinci Resolve

KEY STRENGTHS

- Production Planning & Team Coordination
- Cross-Disciplinary Communication
- Creative & Analytical Thinking
- Organization & Structured Workflows
- Curiosity & Continuous Learning