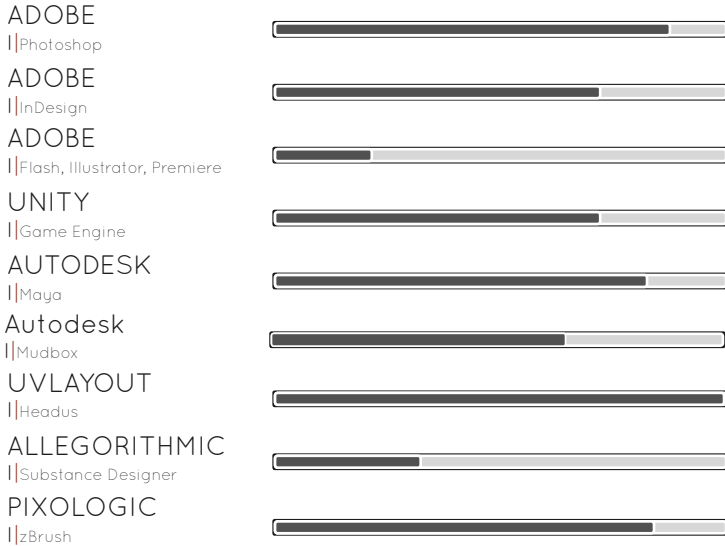


# HELLO

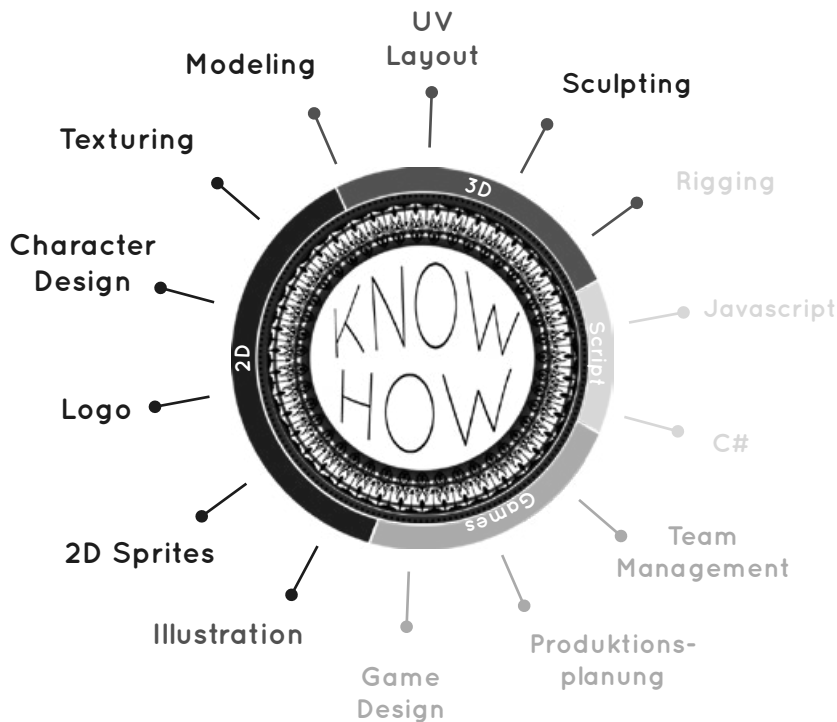


# I'M EVA WEBER

## Game Development | 2D/3D Artist



niedrig hoch



- Dec 16, 1989  
Nationality: German  
Bad Honnef



- Aug 2002 - July 2009  
Evangelische Schule Neuruppin  
Abitur: 1.4

- Oct 2009 - Sept 2012  
Friedrich-Schiller Universität Jena  
Bachelor of Science Psychology: 2.3

- Oct 2013 - Today  
Fachhochschule Hannover  
Bachelor of Arts Media Design: 1.4



- Dec 2012 - Mar 2013  
JustOrange - Information Aesthetics  
Internship: Graphic design

- Sept 2014 - Feb 2015  
FH Hannover - Media Design  
Game Design: Mobile game



### Private Projects

Comics and Speed Sculpting

### Inspiration

"What if everything you see is more than what you see--the person next to you is a warrior and the space that appears empty is a secret door to another world? What if something appears that shouldn't? You either dismiss it, or you accept that there is much more to the world than you think. Perhaps it is really a doorway, and if you choose to go inside, you'll find many unexpected things."

*Shigeru Miyamoto*

Team-Player | Communication | Time Management | Documentation | Self-Taught

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