

ASTRID ARNOLDNER

Designer with passion for 3D design, animation and motion graphics.



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2018 • internship 3D design

Loom GmbH in Linz

2017 – 2019 • tutor for design basics

University of Applied Sciences Hagenberg

2017 • internship

TRIKK17 Animationsraum GmbH & Co KG in Hamburg

- 2D animator in Anime Studio Pro
- set dressing assistant

2016 • internship web design

Atikon EDV & Marketing GmbH in Leonding

2015 – 2017 • tutor for hypermedia

2010 – 2014 • graphic designer, junior art director

D-SEVEN Design- und Werbeagentur in Vienna

- concept, layout and final artwork of various print media projects
- web design
- customer care

2008 • internship prepress

printery Stabil in Rohrbach

2008 • internship graphic design

advertising agency Lindorfer in Pfarrkirchen



2017 – now • Digital Arts (MA) | University of Applied Sciences Upper Austria, Campus Hagenberg

2014 – 2017 • Media Technology and Design (BSc)
University of Applied Sciences Upper Austria, Campus Hagenberg

2007 – 2010 • Kolleg and Master Class for Graphic and Communication Design
HTL1 in Linz

2002 – 2007 • commercial highschool | Rohrbach



3D design • Maya, Cinema 4D

sculpting • ZBrush

animation • Maya, 3ds Max, After Effects, Moho

rendering • Redshift, Arnold, V-Ray, Mental Ray

audio • Logic Pro X

video • Premiere Pro, After Effects, NUKE

graphics • Photoshop, Illustrator, InDesign

web • HTML5, CSS3, Java Script, jQuery, CMS, LESS



German • first language

English • fluent (Cambridge Certificate in Advanced English C1)

Spanish • school knowledge

Swedish • basic knowledge



travelling • city trips, adventure holidays, experience of nature

arts & culture • creative work, exhibitions, museums, movies, reading

food • origin and processing of food, cook and savour



qualities • positivity, flexibility, eager to learn, ambition, perseverance, open mind