

Elisabeth Sagaischek



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Born: 08.06.96, creative, communicative, determined

EDUCATION

Japanology, University Vienna

Spring 2017 - Spring 2018

Game Art & 3D Animation, SAE Vienna — *Diploma*

Spring 2018 – Summer 2020

Game Art & 3D Animation, SAE Vienna — *Bachelor*

Summer 2020 – Fall 2021

The Extra Mile, Online, 3dconceptartist.com

Winter 2021 – now

PROJECTS

Endless Greed — *Asymmetric Dungeon Crawler, 3D*

2020 Diploma Project

Winner of 2020 SAE Award for Best Programming

Character-Artist, -Rigger, -Animator

Erya — *Asymmetric Dungeon Crawler, 3D*

Successor of Endless Greed, showcased on Gamescom 2021 on SAE Stage

Character Artist, Rigger, Animator

Locomatic — *Management Game, Pixelart*

2021s SAE Award Nominee for Best Programming

Character Artist, Art Director, Animator

Junk.E — *#48 Ludum Dare Game Jam, Pixelart*

Character Artist, Animator

SKILLS

Aseprite

Maya

Blender

Unreal Engine

Magica voxel

Zbrush

Substance

Photoshop

AWARDS

2020 SAE Award - Best Programming for **Endless Greed**

2021, **Erya** showcased on Gamescom

2021 SAE Award Nominee **Locomatic**

LANGUAGE

German, English

Code Onslaught — *Score Space Jam, Pixelart*

5th place

Character Artist, Props Design, Animator

Steam Jumper — *Score Space Jam, Pixelart*

9th place

Character Artist, Animator

The Gay Agenda — *Adventure Jam, Pixelart*

5th place

only Artist in the Team

The Hunter — *Horror Game Jam, 3D / Pixelart*

5th place

Character Artist, Animator