



# Cynthia Elzing

Concept Artist • 2D artist

A game artist with a passion for worldbuilding. Specialized in concepting and creating fantastical environments. Did two internships as a concept/2D artist in the game industry. Completed a game design and development minor with a game downloaded 19.000 times on steam. Recently graduated with my own game project; "BirbBanter" and looking for a fun game company to create beautiful games with.

## Contact

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🏠 Bergschenhoek

🚩 Female, Dutch

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## Skills

- Concept art
- 2D art / illustration
- Worldbuilding
- 3D modeling
- Animation
- Graphic design
- Dutch & English

## Programs

- Photoshop and procreate
- Adobe programs
- Blender 3D
- Unity

## Hobbies

Illustration, Collage, Games, Boardgames, fantasy books, Sewing and learning new software.

## Relevant Work Experience

- 2022 Mythiary Studios** *Concept artist*  
**FEBRUARY TILL JUNE (internship)**
- Creating a fitting environment for a large fantasy game.
  - Worldbuilding by sketching, moodboarding and developing a fitting architecture style and one finished smithery building.
- 2022 Roozeboos mentorship** *Illustrator*  
**FEBRUARI TILL JUNE (internship)**
- Creating a children's book proposal, with storyboard and fitting artstyle
  - Researched target audience, created fitting artstyle and story.
- 2021 Tuvalu - NTR** *Animator*  
**MARCH TILL APRIL**
- Animation for the episode joy for the TV-program "kijken op gevoel" (ntr).
- 2019 Organiq - Rotterdam** *Concept artist*  
**2018 NOVEMBER TILL MARCH**
- Illustrating icons and coloring 24 large illustrations for an insurance game for children. Preparing the illustrations for animations.
- 2018 AUGUST**
- Worked on a game teaching children to read sheet music.
  - Concept art for landscapes, obstacles and other assets.
- 2017 FEBRUARY TILL JULI (internship)**
- Worked on a game teaching children spelling and grammar.
  - Illustrating game assets, like furniture and forest assets.
  - 3D modeling furniture with 3DS Max.

## Education

- 2023 Game design and development - HR Minor**
- 2022**
- Created the game "I won't forget hue" with 17 students in 14 weeks.
  - Created the mobile game "Rat Soup" With 6 students in 6 weeks.
- 2023 Wdka - HBO**
- 2019**
- Illustration
- 2018 Grafisch Lyceum Rotterdam - mbo**
- 2014**
- Graphic design, specialised in visualising.