

# MgA. Eva Tresner

2D GAME ARTIST AND ANIMATOR

## ABOUT ME

I was born in 1997 and currently live in Brno. Specialising in game art and 2D animations. I want to utilise my skillset to fuel my passion for games in the gaming industry.

## CONTACT



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## WORK EXPERIENCE

**GRAPHIC DESIGNER, 2D ANIMATOR** Oct 2022 - May 2024

European Data Project, s.r.o. | Paradise Casino Admiral, a.s.

- UI design for a gaming app
- Graphic design for marketing purposes (social networks, posters, billboards)
- UI design for an Admiral Promotion Tower
- 2D animations of game assets for use on social media

## CUSTOM CREATION

**2D GAME ARTIST** Aug 2023 - presence

Big Village Studio, s.r.o.

- Game assets and sprite animations for the slot games: Colosseum, Lucky Multiply

Pixels4Games s.r.o.

- Game assets and UI design for the mobile games: AquaFishCare, Astral Rampage

**GRAPHIC DESIGNER** Jan 2022 - Feb 2024

EKOLUBE, s.r.o.

- Occasional creation of graphic materials for print (print advertising, labels, corporate folders)

**2D ANIMATOR, DIRECTOR** Oct 2019 - Dec 2023

Animated videoclips for various creators

- 2023 Bar Fast the Door - The Boston Burglar
- 2021 CYGNOSIC, AGONOIZE / Chris L. - Mindfuck
- 2020 - David Vysloužil & Acoustic irish - Pastelkou
- 2019 - David Vysloužil & Acoustic irish - Skorokruh

## HOBBIES



## LANGUAGES

English - B2  
Czech - native

## EDUCATION

**ANIMATION** 2019 - 2022

Master's degree

Tomas Bata University in Zlín

**ANIMATION** 2012 - 2016

Bachelor's degree

Tomas Bata University in Zlín

**GRAPHIC DESIGN, ILLUSTRATION** 2012 - 2016

High school diploma

Secondary School of Art and Design and Higher Professional School in Brno

## PRO SKILLS

Adobe Photoshop

Adobe After Effects

Adobe Illustrator

Adobe InDesign

TVPaint Animation

Figma

Blender

evatresner.com  
PORTFOLIO