

# PORTFOLIO

## 2D GAME ARTIST AND ANIMATOR

MgA. Eva Tresner

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# EDUCATION

## Tomas Bata University in Zlín

I was born in Brno, where I attended the Secondary School of Art and Design, specifically the department of Graphic Design – Illustration.
After successfully graduating, I took up my studies at the Animation department of Tomas Bata University in Zlín. I completed my master's degree program with a short animated film titled "**The Mantis Case**".

*The film was created using-digital cartoon animation in TVPaint Animation software. I mostly used the Adobe After Effects program for post-production.*
*2022*







# 2D GAME ART

## Big Village Studio, s.r.o.







**Lucky Multiply** is an Irish themed slot game designed for both web interfaces and mobile devices. My contribution to the project included the creation of game assets and sprite animations.

*The graphics were developed using Adobe Photoshop, and the animations were created with Adobe After Effects. 2024*

# 2D GAME ART

## Big Village Studio, s.r.o.







**Colosseum** is an ancient Greece themed slot game designed for both web interfaces and mobile devices. My contribution to the project included the creation of game assets and sprite animations.

*The graphics were developed using Adobe Photoshop, and the animations were created with Adobe After Effects. 2024*

# 2D GAME ART

## Big Village Studio, s.r.o.










**5 Stones** is a ancient Egypt themed slot game designed for both web interfaces and mobile devices. My contribution to the project included the creation of game assets and sprite animations.

*The graphics were developed using Adobe Photoshop, and the animations were created with Adobe After Effects.*
*2025*

# 2D GAME ART

## Big Village Studio, s.r.o.







**Jackpot Fruits 81** is a classic fruit and sea themed slot game designed for both web interfaces and mobile devices. My contribution to the project included the creation of game assets and sprite animations.

*The graphics were developed using Adobe Photoshop, and the animations were created with Adobe After Effects. 2025*

# 2D GAME ART

## Big Village Studio, s.r.o.






**Comedy Fruits** is a classic fruit and circus themed slot game designed for both web interfaces and mobile devices. My contribution to the project included the creation of game assets and sprite animations.

*The graphics were developed using Adobe Photoshop, and the animations were created with Adobe After Effects. 2025*

# 2D GAME ART

## Big Village Studio, s.r.o.







**Ledové Ovoce** is a game created for SAZKA. It is designed for both web interfaces and mobile devices. My contribution to the project included the creation of game assets and sprite animations.

*The graphics were developed using Adobe Photoshop, and the animations were created with Adobe After Effects. 2025*

# 2D GAME ART

## Pixels4Games s.r.o.





**Astral Rampage** is a classic galaxy shooter arcade game by Pixels4Games s.r.o.
I contributed to the project by creating game assets and UI design.

*The graphics were created in Adobe Photoshop and assembled with Figma tool.*
*2023*



# 2D GAME ART

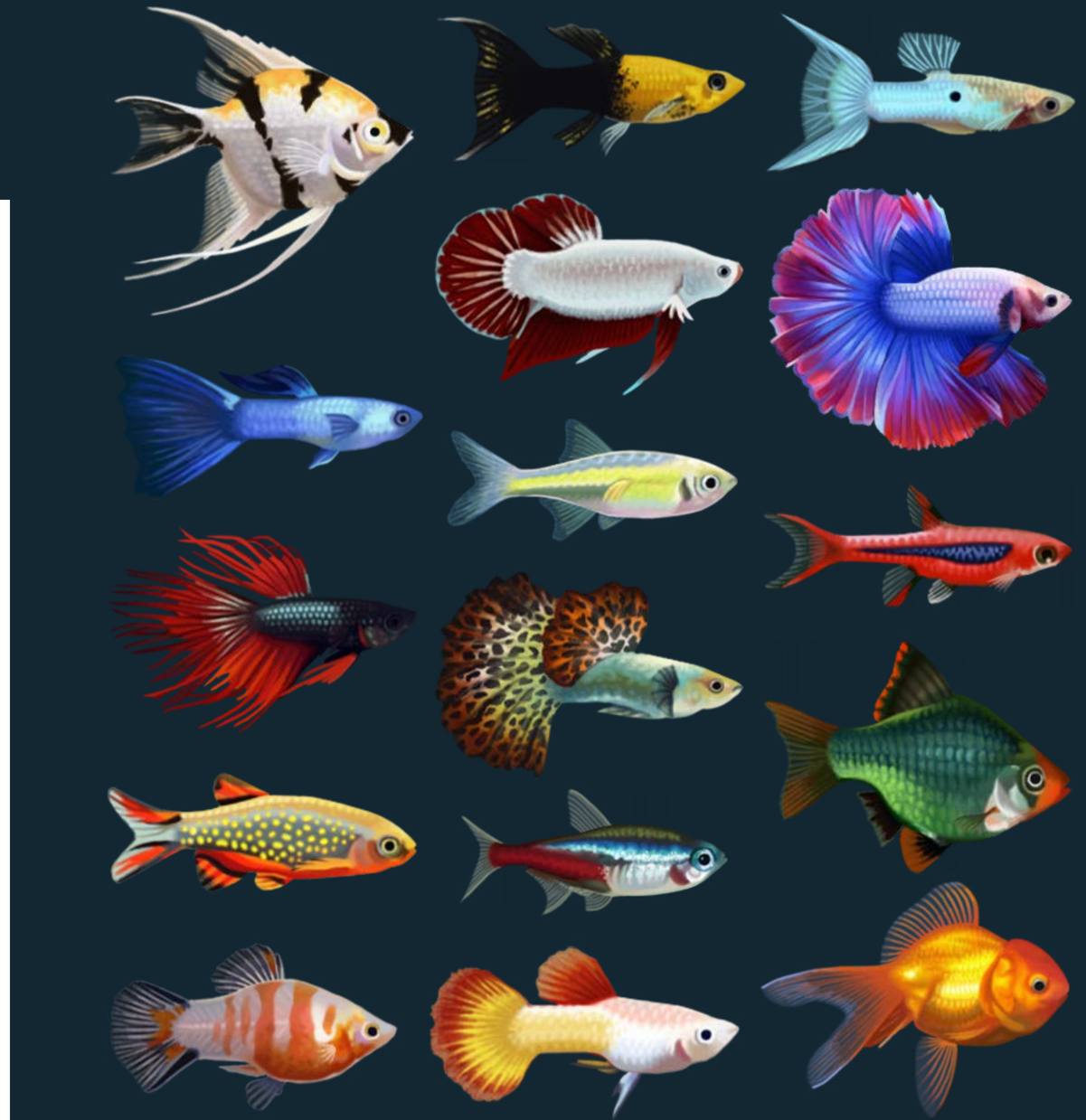
## Pixels4Games s.r.o.



**AquaFishCare** is a freshwater aquarium simulator game by Pixels4Games s.r.o.
I contributed to the project by creating game assets and UI design.

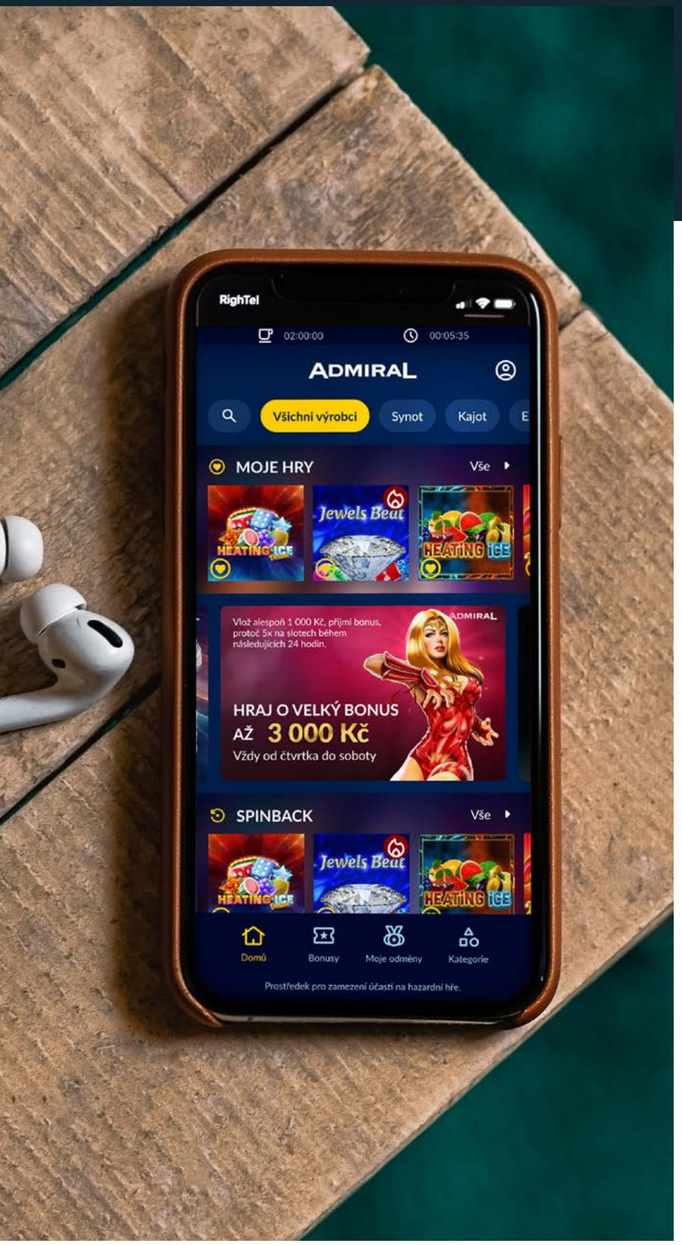
*The graphics were created in Adobe Photoshop and assembled with Figma.*
*2024*



# GRAPHIC DESIGN

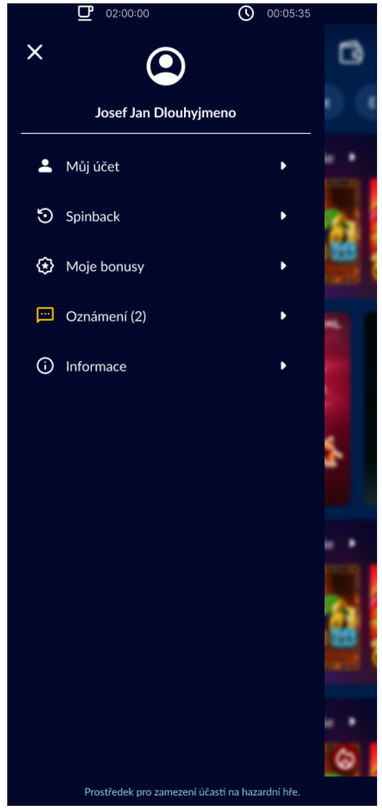
## Paradise Casino Admiral, a.s.

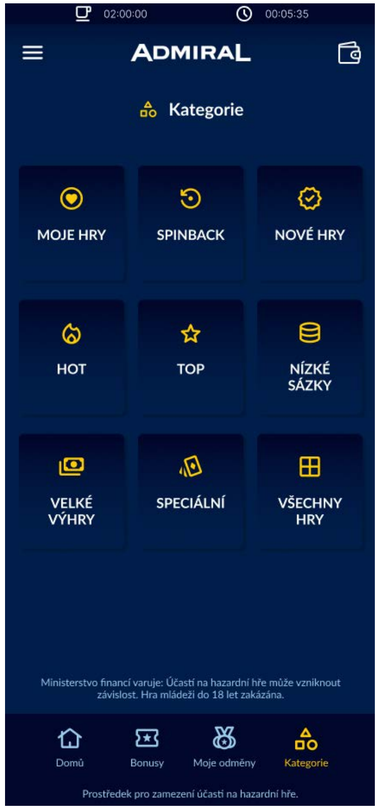



As part of the development of a new gaming application for **Paradise Casino Admiral**, a.s., I had an opportunity to work on UX design and subsequently create a complete UI design.
The app contains not only games but also account reports, transactions, finance management, bonus previews and more.
The application was created in two versions (Czech and Slovak) and is still under development.

*To create this UI design for the project I used Figma tool.*
*2024*



# GRAPHIC DESIGN

## Paradise Casino Admiral, a.s.









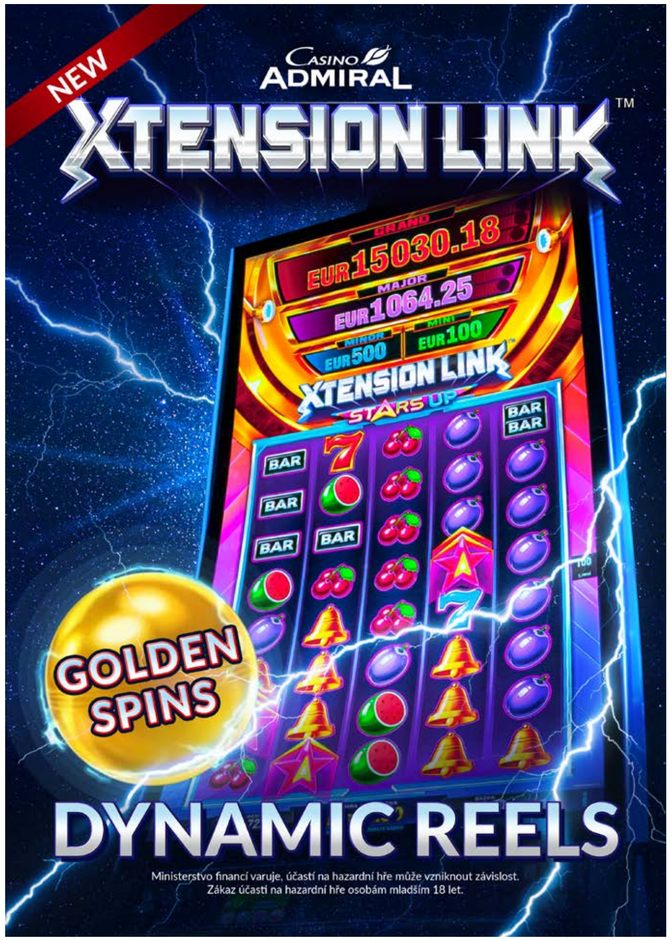


As a graphic designer creating marketing materials for **Paradise Casino Admiral**, a.s., I specialized in designing attractive and engaging visuals that enhance the user experience and promote player engagement.
I worked on creating the overall visual style of the loyalty program and bonuses. I also created web graphics, posters, billboards and animated spots for social media.
For the graphics I used the original supplied game assets and elements created by me.

*I worked in Adobe Photoshop, Adobe InDesign and Adobe After Effects.*
*2023*

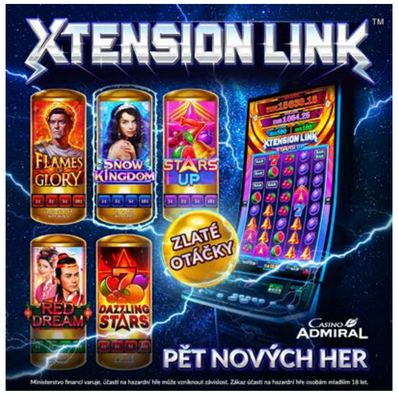
# GRAPHIC DESIGN

## Paradise Casino Admiral, a.s.



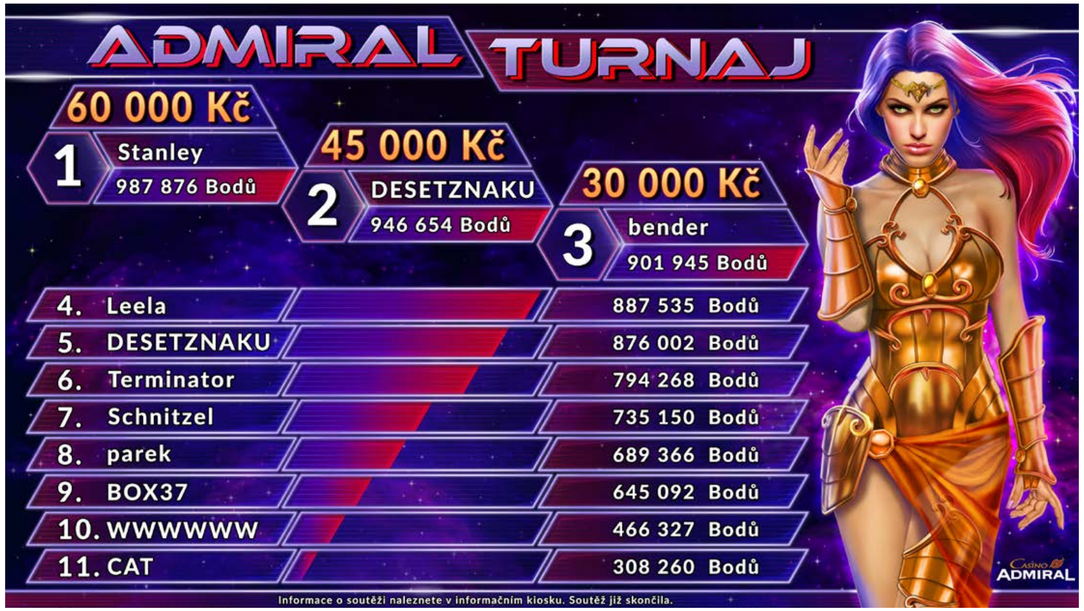












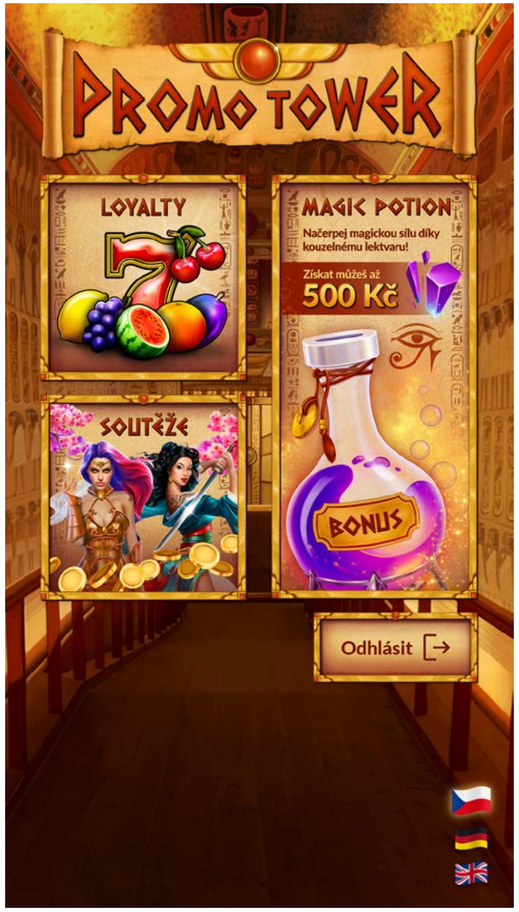
# GRAPHIC DESIGN

## Paradise Casino Admiral, a.s.




**Admiral Promotion Tower** is a loyalty bonus scheme. I have been working on its overall redesign, which will be launched soon.

*I created UI design, assets and animations for Promo Tower. I worked mainly with Figma, Adobe Photoshop and Adobe After Effects.*
*2023*






# ANIMATION

Recently I created four animated clips. The first one was created using stop-motion technique, while the others were realized by 2D cartoon animation in conjunction with Adobe After Effects.
I collaborated with other creators and tried to adapt to their style.
The video clips can be seen on YouTube.

*For this work I mainly used Dragonframe, TVPaint Animation, Adobe Photoshop and Adobe After Effects programs.*



*David Vyslouzil & Acoustic irish*
*Skorokruh*
*2019*



*CYGNOSIC, AGONOIZE / Chris L.*
*Mindfuck*
*2021*



*David Vyslouzil & Acoustic irish*
*Pastelkou*
*2020*



*Bar Fast the Door*
*The Boston Burglar*
*2023*



# MgA. Eva Tresner

*2025*

## CONTACT


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