Ella Frehtman

BACKGROUND DESIGN/PAINT
based in Kilkenny, Ireland

An artist with a passion to create engaging worlds and memorable stories, that bring people joy.

SKILLS

Background paint
Background layout
Visual development
Traditional painting
3D Modeling

SOFTWARE

Adobe Photoshop
Adobe Illustrator
Procreate
Blender

PORTFOLIO

ellafrehtman.com
instagram.com/ellallueve

CONTACT

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WORK EXPERIENCE

2024
Lighthouse Studios

LAYOUT REVISIONIST
Creating rough layouts and clean-ups for feature animated movie "Light of the World"

2023
Kiloo Games

2D LEAD ARTIST
Leading all artists in developing art for various casual game projects: Paw Puzzles, Choco Chef etc. Responsible for characters, props and backgrounds.

2022-2023
Volta

CONCEPT ARTIST & ILLUSTRATOR
Creating concepts for a farm VR game (props and creatures) in 2d and 3d; Drawing character based illustration for Bakugan

2021-2022
Room 8 Studio

LEAD 2D STYLIZED ARTIST
Leading art teams and creating work for casual mobile games, mainly environment and prop art (Merge Mansion, Double Loop)

2019-2021
Stellar games

2D GENERALIST ARTIST
Concept art, character design, game props, UI-design, environment illustration

2018-2019
Glossa Studio

GRAPHIC DESIGNER
Developing branding identity, advertising

2017-2018
X-pose

ILLUSTRATOR
Apparel and accessories vector illustration; corporate graphic design

EDUCATION

2020-2023
Online

FULLERTON COLLEGE, BRAINSTORM SCHOOL, SMIRNOV SCHOOL, SCHOOLISM
Digital art; Character design, 3d Background for Animation, Applied perspective

2012-2015
Zaragoza, SPAIN

ESCUELA SUPERIOR DE DISENO DE ARAGON
Bachelor in graphic design

2009-2010
Chisinau, MOLDOVA

TECHNICAL UNIVERSITY OF MOLDOVA
1st year of Bachelor in Architecture