



Ewa Sztefka

ANIMATOR
ILLUSTRATOR

Having realized programming wasn't for me after all, I decided to take the leap into becoming an animator. I feel most comfortable with Toon Boom cutout animation as well as traditional hand-drawn animation.

I also enjoy digital painting and character design and in the future hope to get into video game design.

My original work is mostly in the fantasy/horror genre and includes psychological and LGBT themes.

CONTACT ME

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EXPERIENCE

- ANIMATOR/CHARACTER DESIGNER - 10/2020 - 12/2020
POLIN Museum of the History of Polish Jews
Hand-drawn animation and character design for the short film "Jam", dir. Joanna Zero.
- ANIMATOR - 08/2020 - 10/2020
Lodz Film School
Hand-drawn animation for the short film "Bestie", dir. Natalia Durszewicz.
- ANIMATORKA - 07/2019 - 09/2019
Lodz Film School
Hand-drawn animation and coloring for the short film "Dom", dir. Marcjanna Urbańska.
- COLORIST - 03/2019 - 04/2019
Animoon
Coloring frames for the animated series "How I became a supervillain", dir. Krzysztof Ostrowski.
- ANIMATOR - 07/2018 - 09/2018
Lodz Film School
Hand-drawn animation and coloring for the short film "Guilt", dir. Marcjanna Urbańska.

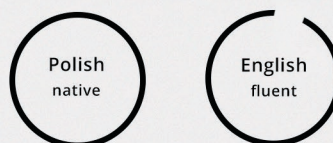
EDUCATION

- ANIMATION - 2020 - present
Poznan University of Arts
Master's degree
- ANIMATION - 2017 - 2020
Poznan University of Arts
Bachelor's degree
- APPLIED INFORMATICS - 2012 - 2016
Cracow University of Economics
Bachelor's degree

SKILLS

Photoshop	● ● ● ● ○
After Effects	● ● ● ● ○
ToonBoom	● ● ● ○ ○

LANGUAGES



HOBBIES & INTERESTS

