

# SEVERIN PIEHL

CARTOONING, GAME DESIGN, STORYBOARDING

## Work Experience

### Lab Zero

Freelance animation cleanup for the popular fighting game Skullgirls. Currently cleaning animation for the upcoming RPG Indivisible. Animation is drawn and cleaned digitally with full color and five levels of shading.

**Aug 2011 to Present**

### Speech Kingdom

Freelance illustrator and graphic designer for educational adventure game. Work is done using Adobe Photoshop and Illustrator. Assets produced include character art, backgrounds, and user interface elements.

**April 2015 to Dec 2015**

### Shortpach Games

Lead artist and designer for Princess Panic, Dungeon Panic, and Castlebound. Duties involve designing and animating characters, designing backgrounds, promotional art, graphic design, and drawing pixel sprites.

**April 2012 to Dec 2014**

### Modul8tion

Freelance design and cartooning. Produce webcomic Evil Diva at [evildivacomics.com](http://evildivacomics.com). Duties involve cartooning, inking, digital color, graphic design, and web design.

**Oct 2010 to May 2013**

### Nickelodeon Intern

Xeroxed files, archived animation materials, assembled materials in preparation to send to Korea, assisted production crew

**Jan through May 2010**

## Education

BFA in Animation

Savannah College of Art and Design  
Savannah, GA  
Graduated Cum Laude during Summer 2008

Studied a good foundation in design and drawing before moving on to traditional and digital animation.

References available on request.

803-609-1479 | [sevpiehl@gmail.com](mailto:sevpiehl@gmail.com) | <http://sevpiehl.com>