



STELLA SAFIRA MIRIAM GERSTENBERG

3D Animator

A strong fascination for 3D grew early through movies like “Avatar” and video games, but it was during my role as a project manager, working closely with a professional 3D studio, that the decision to pursue animation truly took shape. I found myself wishing I were creating on top of coordinating, which led to a dedicated education in 3D animation. Creature and character animation, biped, quadruped, realistic, stylized, or hybrid became the heart of my journey. Alongside technical skill development, I gained experience across the full pipeline, from storyboarding to final delivery. Cross-departmental collaboration, problem-solving, and navigating feedback-based workflows sharpened both adaptability and a proactive mindset.

CONTACT

- stella.gerstenberg.animation@gmail.com
- Germany (open to relocate)
- Demo Reel
- linkedin.com
- stellagerstenberg.com

SOFTWARE

- Maya
- Unreal Engine

ANIMATION SKILLS

• Creature Animation	Mid
• In-Game Animations	Mid.
• Character Performance	Basic
• Unreal integration	Basic

ATTRIBUTES

- Creative Problem Solver
- Detail-Oriented & Quality-Focused
- Fast Learner with Strong Adaptability
- Clear & Professional Team Communication
- Feedback-Driven Workflow
- Iterative Working Process
- Self-Directed & Reliable

Work EXPERIENCE

Freelance 3D Animator

Nov 2025 – Jan 2026

- Game character animation with focus on body mechanics, combat, and timing
- Prop interaction
- Close collaboration with rigger & FX artist

Project Manager /Project Assistant

Apr 2022 – Apr 2023

Creative Sherpas Can GmbH, Limburg

- Contributed to the planning and execution of creative media projects, including 3D animations, image films, and social media content
- Managed scheduling, budgeting, client communication, and resource coordination across multiple production phases
- Oversaw workflows from concept to delivery, supporting story structure, shot lists, and visual planning
- Collaborated with cross-functional teams and freelancers on-site and remotely
- Strengthened visual storytelling through editorial support, shoot coordination, and subtitling
- Developed strong problem-solving skills and organizational reliability, essential for animation pipelines

EDUCATION

Visual Effects Student

Apr 2024 – Oct 2025

PixlVisn Media Arts Academy, Cologne

- Developed personal full-pipeline projects, from concept to final cut, with regular feedback
- Strengthened core animation skills through weekly drills, consistently meeting deadlines with top evaluations (e.g. run cycle, box lift, bat swing)
- Completed intensive production trainings focused on storytelling, polish, and weekly reviews (e.g. dragon crawl, fall off cliff & flight-cycle)
- Produced demo reel pieces in teams, closely collaborating with rigging artists and overcoming challenges (e.g. raptors chasing through a city)
- Gained studio-simulation experience in several cross-department pipeline group projects (e.g. coconut warrior having a beach day)

Bachelor of Science in Management and Marketing

Oct 2018 – Oct 2021

Justus-Liebig University, Gießen

HOBBIES

When not immersed in 3D animation, time is often spent outdoors with a camera in hand, travelling and exploring new places. Evenings are best wrapped up with a good book or movie.

P.s.: On quieter days, baking becomes the go-to creative escape, also for co-workers.