ELENA ZAKYNTHINOU

ILLUSTRATOR & GAME ARTIST

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ABOUT ME

Illustrator and Game Artist, specialising in Storytelling and Visual direction. Passionate about films, comics, games and anything that combines narrative with design. Always up for a creative dialogue and collabs. Currently exploring Game Art & Direction at KADK.

EDUCATION

ROYAL DANISH ACADEMY OF DESIGN
MA Visual Game & Media Design
2021 - 2023 |

LONDON METROPOLITAN UNIVERSITY
BA Illustration & Graphic Communication
2010-2014 |

VAKALO DESIGN ACADEMY
Art & Direction for Comics
2017 - 2018 |

COMPETENCIES

Visual/Creative Direction
Illustration & Graphic Design
Storyboarding & Comics design
Digital & Traditional Painting
Fast Sketching/Visualisation
Photography/Videography
SoMe Management

Team Player & Collaborative
Time Management & Structuring
Flexible & Adjustable with styles

Programs
2D: Clip Studio, Procreate
3D: Unity, Blender, Nomad
Editing: Photoshop, Premiere, Lightroom

EXPERIENCE

2022

ATHENS FLOODED
Adventure-RPG game based on my concept idea of a post-apocalyptic flooded Athens. One month project in collaboration with the Bachelor students.

- Team Direction (evaluate skills & assign roles)
- Art Direction (research, planning, guidance)
- Game Direction (quests & level design)
- Narrative Design (world building & script writing)
- Character & Concept Design
- 2D/3D Assets Library

SHUTTERED MEMORIES
Story-driven card game for the Museum of Copenhagen. The client asked us to highlight the museum's building and it's rich history.

- Art Direction
- Game Direction
- Narrative Design (riddle & puzzle creation)
- Card designs & Illustrations

2021

BORDERDROID GAME
Open world game of a droid in an abandoned planet. Four day game jam with one other classmate.

- Level Design in Unity
- 3d modelling of buildings
- VFX & Lighting Direction
- Material Library

A SMELL TO TELL EXHIBITION
Interactive installation using a lighbox with sand to create projectiles of drawings through Unity.

- Poster Design
- Storyboards & Background illustrations
- Equipment & Material sourcing
- Lightbox construction
- Sound FX sourcing

2019

'LIGHTS' GRAPHIC NOVEL
Self-Published graphic novel I created and exhibited in various comic conventions in Greece.

- Narrative design & direction
- Storyboards & Layouts
- Digital Painting
- Time management

2017

N.A.P. FILMS
Collaboration with film studio in Tokyo.

- Poster design
- Character design
- Storyboards & Layouts
- Photography & Editing