



# BEATRIZ KELLER

## ILLUSTRATION & MULTIMEDIA DESIGN



<https://beakesch.com>



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### EXPERIENCE

#### FREELANCE ILLUSTRATOR AND DESIGNER

Self-employed, Dresden

Jan, 2021 – Present

Developed illustrations and cover art for diverse clients and projects. Major commissions include:

- "The Wayward Witch" digital concept magazine (October 2021): Provided main feature illustrations and cover design, illustrated main article on the origin of Samhain, and designed Equinox & Solstice printable calendar poster.
- Art Show Collaboration "Blumiges Wort" (February 2024): Created an illustration pairing for a poem written in Nahuatl by children, showcased at a gallery (Hanse3) in collaboration with an organization supporting indigenous cultures in Mexico.
- Punk Pop Band "Ghosts Over Dresden" (2021–2022): Created illustrations, logo, typography, and marketing materials for single "My Dark Angel."
- Private commissions (January 2025): Original gouache and Prismacolor illustrations.
- Produced illustrations, logos, and promotional and label designs for independent clients.



### TRAINING

- Semper Schools, Dresden

#### GRAPHIC AND MEDIA DESIGN

AUGUST 2014 - JUNE 2016

- Technical University, Dresden

#### ART HISTORY

SEPTEMBER 2012 - AUGUST 2014



### SKILLS

- Adobe Creative Cloud (all Software)
- Illustration & animation (digital, analog & Vector graphics)
- Production (Atlassian Suite, Gantt Project, Confluence & Jira)
- Blender & Grease Pencil



### LANGUAGES

- English - fluent
- German - fluent
- Spanish - native speaker

Finalist in the "Day of the Dead" competition  
2D Animation 2017, organized by the animation  
festival Pixelatl

#### WORKSHOPS

State Libraries; VHS; among others,  
Dresden

Jan, 2023 – Present

Designed and taught a variety of creative workshops to children, teens, and adults, including: Comic Creation, Visual Storytelling, Stop-Motion Animation, and Pixel Animation.

#### FREELANCE CONCEPT ARTIST FOR ANIMATION

Self-employed, Dresden &  
Stockholm

May, 2016 – Dec, 2020

I worked on a variety of projects during this time, designing the drafts and final looks of characters, backgrounds, and the general look for commercial animations. I edited and created assets for animation, as well as doing hand-drawn frame-by-frame 2D animation for a documentary film.