

Anna Falk

<https://annafalk.be/>



Producer

Contact

+32 486 676 652
anna.mk.falk@gmail.com

- [Portfolio](#)
- [Linkedin](#)
- [Itch.io](#)

References

Wim Reygaert (Oisoi Studio; CEO):
+32 472 86 68 58

Hi, I'm Anna, a Belgian-German producer who loves game development and everything that goes into making a project. Some friends like to say that my "German punctuality" definitely shows, and I take pride in being organised, reliable, and detail-oriented. I have experience with tools like Jira, Miro and Notion to help teams stay focused and organised. I am a collaborative team member who maintains clear communication across different fields. I approach challenges with a practical mindset and remain calm while working on time-sensitive projects.

Experiences

Oisoi Studio, Gent — Assistant Producer

February 2025 - Present

- Started as an intern and joined the studio full-time after completing my studies.
- Produced and coordinated major game development projects as **Producer and Scrum Master**:
 - Vandalizer (85.000+ Unique users),
 - Wait What's That (55.000+ Unique users)
 - Painting VR (340.000+ Unique users),
 - Check out my [portfolio](#) for even more!
- Managed **sprint planning, roadmaps, task prioritisation, and project tracking** using Github.
- Facilitated **communication** between team members, management, and external partners.
- Assisted with VAF **grant applications** and **project documentation**.
- Worked with **external partners** like Meta on several projects.
- Led **studio operations** and **process improvements** to increase company (and team) efficiency.

Finebe, (Kajaani, Exchange Project) — Producer

September 2024 - December 2024

- Producer in a 7-person international development team creating a game in Unreal Engine.
- Coordinated **production planning, task tracking, and sprint organisation** throughout development.
- Supported team **communication, prioritisation, and milestone delivery** from concept to release.
- Released 'Reindeer Racing' on Steam in December 2024.

Hard Skills

- Jira
- Notion
- Miro
- Github
- Excel/Google sheets
- Word/Powerpoint
- Game Creation tools (Blender, Maya, Unity, C#, Substance Painter, Photoshop, Figma)

Soft Skills

- Organised
- Punctual
- Problem-solving skills
- Communication
- Adaptability

Languages

- Dutch — Native
- German — Native
- English — Fluent
- French — Basic

Hobbies

- Krachtbal
- DnD
- Gaming

Anna Falk

<https://annafalk.be/>



Producer

Projects

Wait What's That? (Oisoi Studio) — *Producer*

- Winner of **Best Multiplayer Game** at the Belgian Game Awards 2025.
- 16,000+ Monthly Active Users on Meta Quest.
- Oversaw **production, planning, and team coordination** throughout development.
- **Collaborated with Meta** to coordinate and deliver a post-launch content update.

Painting VR (Oisoi Studio) — *Producer*

- 340,000+ Unique Users on Meta Quest.
- Coordinated development efforts and supported project delivery across disciplines.

Broom School (Oisoi Studio) — *Producer*

- Currently in development with a multidisciplinary team of 10 people.
- Responsible for production planning, roadmap management, and team coordination.

Reindeer Racing (Finebe) — *Producer*

- Led production for a 7-person international team during an exchange programme in Finland.
- Free to play released on Steam in December 2024.

For more projects, feel free to take a look at my [portfolio](#).

Education

Open Universiteit, Heerlen — *Master Management*

September 2025 - Present

Developing a broad understanding of organisational management, including strategy, leadership, human resources, marketing, and finance. The programme provides insight into how organisations operate and how to effectively manage people, processes, and long-term objectives.

Digital Arts & Entertainment (Howest), Kortrijk — *Bachelor Independent Game Production*

September 2021 - June 2025

Studied the complete game development pipeline, gaining hands-on experience in design, art, programming, and production. Developed a strong understanding of interdisciplinary collaboration and the processes required to bring a game from concept to release.

Kajaani University of Applied Sciences (Finland), Kajaani — *Game Development*

August 2024 - December 2024

Completed production-focused courses within game development, including Game Production I & II, Game Analytics & Monetization, and Game Business. Gained practical experience in production planning, team coordination, project management, and the commercial aspects of game development.