

Anna Falk

<https://annafalk.be/>



Student Digital Arts and Entertainment

Contact

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Click on me:

- Portfolio
- Itch.io
- LinkedIn

Skills

Art:

- Photoshop
- Blender
- Maya
- Substance Painter

Game Engine:

- Unity C#
- Unreal Engine Blueprints

Design Tools:

- Miro
- Figma
- Jira
- Hacknplan
- AI

Soft skills

- Problem Solving
- Communication
- Adaptability

Languages

- English
- German
- Dutch

Hello, my name is Anna Falk and I am a student at Howest University of Applied Sciences in Belgium. I am currently pursuing a Bachelor's degree in Digital Arts and Entertainment and am looking for an internship in the games industry. As an organised and adaptable person, I am interested in assisting a game producer as well as helping with game/level design. Simple art and basic programming are also part of my skillset.

Education

2021- ...

Higher education: Howest University of Applied Sciences
Bachelor of Digital Arts and Entertainment

2013 - 2020

Secondary education: Sint-Jozefsinstituut-college Torhout
Sciences and Mathematics

Experiences

February - June 2024

Project Manager Polycount Paladins

The aim of the project was to develop a game for a client with a team of 5 people in 5 months, listening to their needs and delivering a satisfying result. During this assignment I talked to the client, made schedules, attended a lot of meetings, delegated tasks and listened to my team. In the end, we were able to deliver a fun and polished game to our client.

February 2024

Team Leader Unwrap jam

I managed a team of 4 people to create a game in 48 hours. I delegated tasks, worked on the game design, supported the artist and presented the result to an audience and a jury.

September - December 2024

Producer Finebe as an exchange student at Kajaani University of Applied Sciences, Finland

Producer in a team of 7 people to make a game in Unreal Engine, release date: December 2024.