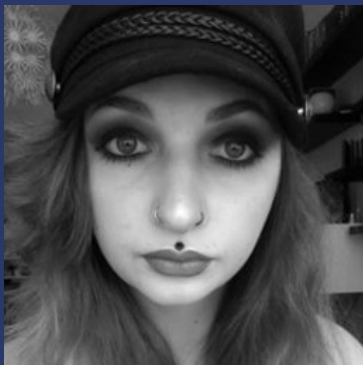


ANNE ZARNECKE



INTERESTS

- Collecting old Sci-Fi books
- Learning C# & 3D Modeling
- Watching movies & series
- Reading about productivity management
- Going to flea markets
- Graphic Design

SKILLS

- Production & Team Management
- Good communication & team work skills
- Efficient translation skills (English & German)
- Good understanding of agile
- Quick adaptation to new tools
- Game Design Documentation
- Creating visual mockups
- Game & Systems Design
- C#
- Level Design & Blockout
- UI Design
- Basics of Animation & Rigging in Maya
- Lighting & Rendering in Unity

TOOLS

- Microsoft Office & Google Docs
- Wordpress & Joomla
- Adobe Photoshop, Illustrator & InDesign
- Unity Engine
- Unreal Engine
- Microsoft Visual Studio
- Sourcetree & Git GUI
- Jira
- Autodesk Maya, Mudbox & 3DS Max
- Substance Painter
- Houdini FX

EDUCATION

UE University of Applied Sciences Europe
October 2016 - 2020

Bachelor of Arts Degree in Game Design

EXPERIENCE

■ Mad About Pandas - Narrative Design Intern

October 2018 - present

Working with Level Design Team on Environments for Hitchhiker Game
Creating concepts for new potential projects
Supporting Hitchhiker's Lead Narrative Designer
Technical Implementation of the Story

■ WASD Magazine - Author

November 2017 - present

Writing articles based on video game culture
Focus on game design related themes

■ Gamereactor DE - Freelance Journalist

December 2016 - present

Writing reviews and previews
Attending press conferences and events
Translating english content for the german site

■ Xplorer - CEO

May 2014 - present

Management of the site including SEO
Writing articles and reviews
Creating new concepts for columns and article series

■ Tesseract - Game Designer

March 2018 - July 2018

Using color-theory to compose levels in a minimalistic design
Blocking out and creating 16 (background) level designs
Animating the 3D assets in Unity
Lighting out scenes and working with post processing
Designing the Ingame-, Level Menu- and Main Menu-UI
Coming up with puzzle-based gameplay features

■ Automata - Game Designer & Programmer

September 2017 - January 2018

Creating the narrative around the character, world and interactable objects
Level Design from blocking out to building in Unity Engine
Designing the mainframe and core gameplay features
Running weekly reviews and managing Trello board for agile development
Lighting out scenes and working with post processing
Writing a point-and-click based system in C#
Creating a Silent Hill inspired Camera System with Triggers and C#

■ The Sounds That Roam At Night - Game Designer

March 2017 - July 2017

Creating a 30 page game design document and timeline for production time
Creating narrative for the background story and four main characters
Designing the mainframe and core gameplay features
Level Design from blocking out to implementing in Unity Engine

■ GameStar - Freelance Journalist

December 2016 - March 2017

Writing a column about forgotten indie games
Contacting developers for statements

You can find more information
about me and my works @
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