# ANAND RAMNARAIN

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I am an open-minded, focused digital arts student with exceptional communication skills and the ability to learn very quickly. I am always willing to learn and execute all given tasks efficiently within a given timeframe. My world class education has provided with an excellent foundation to apply myself and produce exceptional results, which helped me earn a space in first year BA in Digital Arts at the University of Witwatersrand. My degree program has, thus far, equipped me with the skills and mindset of a creative and logical thinker. I am a level-headed, creative individual, who's main career goal is to excel in my field.

## EDUCATION

**JAN 2016- DEC 2020**

### SAINT MARTIN'S HIGH SCHOOL

From January 2016 to December 2020, I attended Saint Martin's High School where I obtained my National Senior Certificate.

**JAN 2021 -**

### DIGITAL ARTS, UNIVERSITY OF WITWATERSRAND,

I am currently in the process of completing my degree at the University of Witwatersrand, which will provide me with an academic basis in the field of Game Design and Interactive Media.
The in the Course in Digital Arts, I will complete the following modules:

- First Year:
    1. Game Design IA and IB
    2. Digital Arts Practice IA and IB
    3. Film, Visual and Performing Arts IA and IB
    4. Elementary Isizulu Language and Culture IA and IB
    5. Auxiliary Mathematics I

- Second Year:
    1. Game Design IIA and IIB
    2. Digital Art Design Project
    3. Digital Art Theory I 4. Digital Arts Practice II
    4. Film Visual and Performing Arts IIA

- Third Year:
    1. Game Design IIIA and IIB
    2. Digital Art Practice Theory IIIA and IIB
    3. Film Visual and Performing Arts IIIA and IIB
    4. Interactive Media IIIA and IIB

- Fourth Year:
    1. Digital Arts Research Project
    2. Digital Art Project IV
    3. Game Design IV
    4. Interactive Media IV

## SKILLS

- Computer Literate with proficiency in Microsoft Office
- Team player
- Problem-solving

## SOFTWARE & PROGRAMMING LANGUAGES

- Delphi
- C#
- HTML
- JavaScript
- CSS
- Unity game engine
- Visual Studio Code

## ACHIEVEMENTS

During my studies at the University of Witwatersrand I had the opportunity to complete a short course in Auxiliary Mathematics I.