

Anna Łuba 3D Artist

PERSONAL

Name

Anna Łuba

Nationality

Polish

Languages

English, Polish

CONTACT

Mobile

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Email

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Location

English, Polish

EDUCATION

High School

High school nr. 9 in Częstochowa

University

University of Lower Silesia

CONNECTIONS

Instagram

Sketchfab

My website

LinkedIn

ABOUT ME

Hi! I'm Anna Łuba, a 3D artist currently studying at the University of Lower Silesia with a keen interest in the game and animation industry. I specialise in asset creation and animation, I also have experience with a variety of fields and software.

SKILLS TIMELINE Worked on "Mirror Duty" ▶ 3D Modelling 2023 for Hello GameJam 2023 ▶ Sculpting ▶ UV mapping Began attending the 2022 ► Animation "TK Games" game dev society meetings and lectures ► Retopology Procedural textures and geometry nodes. Began studying at 2021 University of Lower-Silesia, Wrocław, PL ▶ 3D and graphic design software ▶ Blender ► Krita Worked on 2021 "Are you lost baby intern?" ► Substance painter for Kraklam 2021 ► ZBrush ▶ Mava Took part in first game Jam 2020 "HackYeah game jam 2020", worked on "A lark among stars" ► Game development software ▶ Unity ▶ Unreal Engine 5 Began attending the 2019 Verso school of art, Czestochowa, PL ► Soft skills ► Excellent problem solving skills Began attending 2018 Good communication with clients High School nr. 9, Czestochowa, PL Punctual and focused

PROJECTS

Fast learner

- ► "Mirror Duty" 2023 I worked with the Vaultears team on "Mirror Duty" for the Hello GameJam 2023 as a supporting artist.
- ► "Are you lost baby intern" 2023

 Another game I worked on with the Vaultears team, this one for the Kraklam 2021

Wyrażam zgodę na przetwarzanie moich danych osobowych dla potrzeb niezbędnych do realizacji procesu rekrutacji zgodnie z Rozporządzeniem Parlamentu Europejskiego i Rady (UE) 2016/679 z dnia 27 kwietnia 2016 r. w sprawie ochrony osób fizycznych w związku z przetwarzaniem danych osobowych i w sprawie swobodnego przepływu takich danych oraz uchylenia dyrektywy 95/46/WE (RODO).