

Anna Łuba 3D Artist

PERSONAL

Anna Łuba

Nationality

Polish

Languages

English, Polish

CONTACT

Mobile

(+48) 668 307 114

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English, Polish

EDUCATION

High School

High school nr. 9 in Częstochowa

University

University of Lower

CONNECTIONS

LinkedIn

Instagram

Sketchfab

My website

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 ▶ 3D Modelling ▶ Sculpting

- ▶ UV mapping
- ► Animation
- ► Retopology
- ► Procedural textures and geometry nodes.
- ▶ 3D and graphic design software
 - ▶ Blender
 - ► Krita
 - ► Substance painter
 - ► ZBrush
 - ► Maya
- ► Game development software
 - ▶ Unity
 - ▶ Unreal Engine 5
- ► Soft skills
 - ► Excellent problem solving skills
 - ► Good communication with clients
 - Punctual and focused
 - ► Fast learner

2023	Worked on "Mirror Duty" for Hello GameJam 2023
2022	Began attending the "TK Games" game dev society meetings and lectures
2021	Began studying at University of Lower-Silesia, Wrocław, PL
2021	Worked on "Are you lost baby intern?" for KrakJam 2021
2020	Took part in first game Jam "HackYeah game jam 2020", worked on "A lark among stars

Czestochowa, PL

2019

Began attending the

Verso school of art,

Began attending 2018 High School nr. 9, Częstochowa, PL

PROJECTS

- ► "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).