# Anika Wheat

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# **Professional Summary:**

**Aspiring Game Designer** with a passion for creating immersive experiences through 3D modeling and interactive design. Currently pursuing a degree in Design, majoring in Games and Interactive Design, with hands-on experience in **3D modeling (Maya)** and foundational skills in **coding (HTML/CSS)** for web-based projects. Eager to apply creative problem-solving and technical skills to game development, with a strong interest in character design and narrative. Quick learner with a collaborative mindset, driven to contribute to innovative projects.

#### **Education:**

- Highschool Graduate, 2018
- Current ECU Student Bachelor of Design, Major in Games and Interactive Design

### **Skills:**

- 3d Modeling and Asset Creation
- UX/UI Principles
- Concept Art/Storyboarding
- Narrative Design
- Time Management

- Web Development
- Familiar with Unreal Engine
- Attention to Detail
- Organisation
- Adaptability

## **Work History:**

Barista and Café all-rounder at Guerrilla Hub, 07/2021 - 09/2023 Barista, Café all-rounder, and supervisor at The Oarhouse, 12/2022 - 01/2025 Barista at Bellevue Cottage 11/2024 - present

- Developed time management and multitasking skills in a fast-paced environment valuable for iterative game design and crunch periods
- Practiced clear communication with team members and customers, aiding collaboration in crossdisciplinary development teams
- Demonstrated attention to detail in order accuracy, akin to debugging game mechanics or refining 3D models

### Mount Lawley Representative of the ECU Queer Collective, 01/2023-Present

- Organised events at the university for the LGBT+ community
- Created a fun, positive environment for everyone
- Provided a safe space to allow people to express themselves