

# Ana Milanova

📍 Skopje, Macedonia

☎ Phone: +389 75 277 180

✉ Email: [ana.milanova96@gmail.com](mailto:ana.milanova96@gmail.com)

💬 Skype: ana.milano96

Sex: Female

Date of birth: 29 / 01 / 1996

Nationality: Macedonian

Artistic portfolio:

[PUBLIC PORTFOLIO](#)

& [ADDITIONAL PORTFOLIO](#)



## Work Experience

---

### UI/UX Designer (Product Designer)

— from August 2022 to present

Company: Laigo GmbH <https://laigo.ai/>

Technology: Figma, Blender, Adobe Illustrator, Adobe Photoshop

Description: Laigo is German Artificial Intelligence Start-Up, B2B oriented. Working on several projects:

**Project 1** – Designing the UX and UI for their website.

**Project 2** – Designing the UX and UI for their application.

**Project 3** – Creating branding illustrations for their blogs and marketing purposes.

### Motion Graphics and Video Editor

— from May 2022 to August 2022

Company: Vidi Vaka <https://vidivaka.mk/>

Technology: Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro

### Indie Game Dev – Product Design – from October 2020 to present

Working on a personal Video Game project

### Assistant Demonstrator at European University of Macedonia

— from March 2022 to present <https://www.eu.edu.mk/en/>

4 Subjects: Mediums, Fine Arts, Multimedia, 3D Design

## Academic Mentor – Game Art & Design / Product Design

— from October 2020 to January 2021

**Company:** Skillup Academy [www.skillup.mk](http://www.skillup.mk)

**Technology:** Adobe Photoshop, Adobe Illustrator, Unity 3D, Adobe After Effects

## 2D Concept Artist, Illustrator & Game Design — from March 2018 to 2022

**Company:** Pickatale [www.pickatale.no](http://www.pickatale.no) / [www.pickatale.com](http://www.pickatale.com)

**Technology:** Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Unity 3D, Autodesk Maya

**Description:** Working in several projects:

**Project 1** – Involved in Illustrating and preparing files for animations in Adobe Photoshop/Illustrator and animating them in Unity 3D software for a mobile app with illustrated children's picture books.

**Project 2** – Illustrating flashcards following the pre-defined artistic style for a **mobile learning application for elementary schools in Sweden, Norway and Denmark.**

**Additional work** – Quality Assurance

## Product Design — from August 2019 to December 2019

**Company:** OXO Production [www.oxoplay.mk](http://www.oxoplay.mk)

**Description:** Working in several projects:

**Project 2** – User Interface & User Experience and additionally worked on Quality Assurance

**Project 3** – leading the work of a team to achieve goals.

## Freelance Digital Artist — from 2016 to 2019

**Technology:** Adobe Photoshop

**Description:** Working in several outsourcing projects:

**Type 1 projects** – Painting, drawing and sketching concept art works and storyboarding.

**Type 2 projects** – Online private lessons (Mentorships) for digital painting.

## Activities and Exhibitions

---

\* Was part of so many more events, training activities, conferences and part of some more group exhibitions, also part of Global Game Jam Challenges for a 3 years, but decided to mention just the most important topics for growing myself as an artist and whole career.

## Lead Organizer and Speaker of Drunk & Draw event — 23th December 2017, in Skopje, Republic of North Macedonia

**Description:** Educational Art Event; Friendly event, drawing challenge in bar, while drinking and enjoying the jazz music.

**Link:** [HERE](#)

**Personal Fine Art Exhibition: A Dream of Japan** – From 5<sup>th</sup> until 20<sup>th</sup> of June 2019, in Museum of City of Skopje – Skopje, Republic of North Macedonia  
Link: [HERE](#)

**NASA Space Apps Challenge** – October 2018; Skopje, Macedonia  
Project: Concept of Episode 1 – Water (Discover the Earth)  
Link: [HERE](#)

**Part of Group Fine Art Exhibition: FeMigrations** – March 2018 in multiple towns around Republic of North Macedonia  
Description: Project of USAID about refugee women's rights.  
Link: [HERE](#) and [HERE](#)

**Art Colony into Gaming Industry: Spiridon's Weekend of Love** – August 2017, Naturfreundehaus Laachersee, Rheinland-Pfalz, Germany  
Main Guest and Speaker: Cristian Chihia, *Art Director of UBISOFT* – Romania

## Education

---

**Master of Multimedia and Design**  
**American University of Europe FON:** [www.fon.edu.mk](http://www.fon.edu.mk)  
Skopje, Republic of North Macedonia

**Fields of study:**

**Art Directing**

Fine Art and Aesthetic into Design  
Interactive Multimedia  
Design of New Media  
Creating Corporative Identity  
Methodology of Design  
CG Animation  
UI/UX – WEB Design

**Bachelor of Fine Arts**  
**Faculty of Fine Arts** – Graduated in 2018  
(4 years of regular study)  
[www.flu.ukim.edu.mk](http://www.flu.ukim.edu.mk)

**Ss. Cyril and Methodius University:** [www.ukim.edu.mk](http://www.ukim.edu.mk)  
Skopje, Republic of North Macedonia

### Fields of study:

Traditional Painting and Drawing  
Traditional Sculpting  
Anatomy (Nude Painting Classes)  
History of Art  
Modern Art and Installations  
Mosaics and Crafts  
Artistic Pedagogy

## SKILLS

---

**Team work:** I have excellent communication and contact skills. I am always a good friend, because friendship is most important thing in my life. With good communication and positivity, achievements are possible. I want to debate but I respect all others opinions and ideas. I declare myself as good listener. My team, my company is my family because there I spend half of my daily life. Motto: Ego never wins.

**Job Skills:** Fast learner. Strong visual library. Advanced knowledge in digital content creation tools. Experience in different 2D painting techniques and styles, photo retouching and collage. Great understanding of color theory, composition, perspective, human anatomy, form and shape language. Good illustration skills, paint and line art. Basic knowledge for digital modeling. Marketing, branding, product design. Management. Also, good positive attitude and outlook, very communicative, self-motivated, and a great team-player. Always thinking for new ideas and creative problem solver.

### Languages:

**Macedonian – Native**

**English – Fluent**

**German – Basic**

**Japanese – Basic**

(Understanding of multiple Slavic languages)

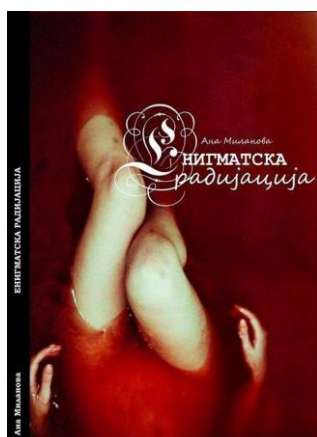
Softwares	Skills
Adobe Photoshop	Illustration / CG
Adobe Illustrator	Concept Art
Adobe Xd	Game Art (Assets/Characters/Environment)
Adobe After Effects	Game Design (Full Process)
Adobe Premiere Pro	Video Editing
Figma	Motion Graphic
Visual Studio Code	2D Traditional Animation + 3D Basics CG
Unity 3D Engine	Storyboarding
Blender	UI/UX Design
Autodesk Maya	Graphic Design
Substance Painter	3D low poly modeling
Asana	Storytelling / Content & Copy Writer
	HTML5
	CSS
	Quality Assurance

## OTHER

---

## Publications:

### Novel Book: **Enigmatic Radiation**



Macedonian Language, April 2014

**ISBN 978-608-65642-2-3**

A story of Japanese culture, psychoanalyzes of many states of mind, scenes of Yakuza traditions and strange moments with some paranormal activities. Yumi is the main character, in first person, she always trying to survive her long path without missing any task.

**Genre:** Cultural, Adventure, Horror, Psychology

## Papers:

### **1<sup>ST</sup> PLACE AWARD 2022 GAMEJAM PLUS 2022 – Best Video Game**

assigned by Macedonian Game Developers Association – MAGDA and Eko-Svest, June 2022

### **1<sup>ST</sup> PLACE AWARD 1Up Hyper Gam 2022 – Best Video Game**

assigned by assigned by Macedonian Game Developers Association – MAGDA, British Council and Crazy Labs, November 2022

### **Award Borko Lazeski – Most inventive student of generation**

assigned by Faculty of Fine Arts, UKIM, April 2018

**Gratitude** – for development and popularization of the Balkan comic, and selfless assistance to the work of Leskovac comic school "Nikola Mitrovich Kokan" assigned by Balkan festival of young comics authors - Leskovac comic encounters, Republic of Serbia in 2015, 2014 and 2012.

## Signature:

