

CONTACT

- +420 722 789 676
- anezkafolova@gmail.com
- Prague, Czech Republic
- [My Portfolio](#)
- [Linkedin](#)

HARD SKILLS

- Unreal Engine 5
- 3D modeling (Blender)
- Photoshop
- GitHub
- Digital Illustration
- HTML & CSS

SOFT SKILLS

- Creativity
- Conceptualization
- Adaptability
- Continuous Learning
- Attention to Detail
- Analytical Thinking
- Problem Solving

EDUCATION

Game Design Certificate from
SKVT

Secondary Technical School of
Graphics

LANGUAGE

Czech
English

ANEŽKA FÓLOVÁ

Game Designer & Developer

ABOUT ME

As a lifelong gamer and creator, I decided to turn my passion into career.

I thrive in both the **creative and logical** aspects of game design, possessing **artistic vision, sharp eye for aesthetics** as well as a **technical mindset** and **analytical thinking**.

My curiosity drives me to constantly learn new skills, and I embrace challenges that push the boundaries of my creativity and technical abilities.

EXPERIENCE

Triangl a.s.

Collaborator

2022-2024

- I took on responsibilities as a Collaborator in addition to my role as Technical Technologist
- Managing orders and their documentation for external company cooperation and database entry to maintain accurate records
- Organization, planning and communication for ensuring seamless production workflow

Technical Technologist

2021-2024

- Determining technological procedures and conditions for individual sections of printing production
- Managing technical documentation with strong focus on accuracy and clarity of information and collaborating with multiple departments

PERSONAL NOTES

I've been a passionate gamer since I was little. Taking inspiration from the games I played, I created my first board game when I was 6 years old.

My favourite games include Mafia, Disco Elysium, Detroit, Life is Strange, Elden Ring, Kingdom Come, Baldur's Gate.

I mostly enjoy narratively rich RPGs with complex characters but also played games across all kinds of genres like FPS, MOBA, MMORPG.

I like to paint (digital and oil painting), write stories and poems and sometimes study psychology and philosophy.

REFERENCES

Lenka Krsová - lector at Game Design course
Reference upon request