

# ANIKA HAPKE

GAME DESIGN, UX DESIGN



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## HARD SKILLS

Illustration	●●●●●
Figma	●●●●●
Unity	●●●●○
Mockups	●●●●○
Character Design	●●●●●
Prototyping	●●●●○
Animation	●●●●○
Affinity	●●●●○
Adobe	●●●●○
Blender	●●●●○
C#	●●●●○
User Research	●●●●○
Office 365	●●●●○

HI THERE!

I'm a widely and wildly interested designer!  
My career goal is to make people's lives easier  
with easily understandable and approachable  
design.

## EXPERIENCE

### PRODUCT MANAGEMENT

INVENTSYS AG | 2022 - TODAY

- UX Design
- UI Design
- UX Research
- Project Management

### ASSISTANT

INVENTSYS AG | 2021 - 2022

- HR & Finance
- Internal IT
- Backoffice

### FREELANCER

CYMMERSION GMBH | 2019 - TODAY

- Level Design
- VR and AR UI Design
- 3D and 2D Assets

### STUDENT (-JOBS)

HAUS MORGENSTERN / SECURITAS | 2019 - 2021

- On-call Service in an assisted living home
- Security and patrolling several events/places

### PROFESSIONAL ASSISTANT

ERNI SCHWEIZ AG | 2015 - 2018

- Office Management
- Event Coordination
- Management Assistance
- Internal Event Photography

### ASSISTANT

CREDIT SUISSE AG | 2010 - 2014

- Corporate Clients
- Accounting
- Assistant Head ILS

## SOFT SKILLS

(User-)Empathy  
Problem-solving  
Attention to details  
Critical, creative and  
Innovative thinking  
Teamwork  
Communication  
Dependability  
Curiosity  
Open mindedness

## LANGUAGES

German	● ● ● ● ●
English	● ● ● ● ●
French	● ● ● ● ●
Japanese	● ● ● ● ●

## EDUCATION

**BACHELOR GAME DESIGN**  
ZHDK | 2018 - 2021

**PREPARATORY COURSE**  
ZHDK | 2016 - 2017

**PROFESSIONAL BACCALAUREATE ARTS**  
GBMS | 2011 - 2013

**COMMERCIAL APPRENTICESHIP**  
BZZS Horgen | 2007 - 2010

**CAREER ENTRY YEAR IN A DAYCARE**  
BZZS Horgen | 2006 - 2007

## AND IF I EVER FIND THE TIME

I hike, do sports, travel, draw, paint, crochet,  
game, play DND and PNP, read, watch shows  
and meet friends