

ANIKA HAPKE

GAME DESIGN, UX DESIGN



✉ anysportfolio@gmx.net



For companies, this would be the QR code of my contact, but I don't intend to leave my details on the internet :-)

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