ANIKA HAPKE

GAME DESIGN, UX DESIGN



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HARD SKILLS

Illustration 00000 Figma 0000 Unity 0000 Mockups 0000 Character Design ● ● ● ● **Prototyping** 00000 Animation 0000 **Affinity** 0000 Adobe 0000 Blender 0000 C# 0000 User Research 0000 Office 365 0000



HI THERE!

I'm a widely and wildly interested designer! My career goal is to make people's lifes 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

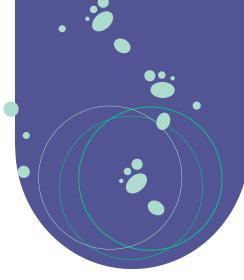
- Corporate Clients
- Accounting
- Assistant Head ILS

SOFT SKILLS

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