

ANNA HEGYALJAI

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Skills

— PROBUILDER, PROGRIDS, AUTODESK 3DS MAX, FUSION 360, MAYA, ARNOLD — CINEMA 4D — HTML, CSS, JAVASCRIPT, C# — ADOBE PHOTOSHOP, ILLUSTRATOR, AFTER EFFECTS, INDESIGN, FLASH — UNITY, GAMEMAKER, RPG MAKER — BETHESDA TES CREATION KIT — FLUENT IN GERMAN, INTERMEDIATE LEVEL OF FRENCH — MS OFFICE PRODUCTS — STEAM, NEXUS — TWITTER, FACEBOOK, INSTAGRAM, DEVIANTART, PINTEREST, SNAPCHAT, YOUTUBE —

Education

NORTHEASTERN UNIVERSITY, BOSTON, MA

BACHELOR OF FINE ARTS DEGREE IN GAME DESIGN, EXPECTED DECEMBER 2019

GPA: 3.921 (MAJOR)/ 3.859 (CUMUL.)

DEAN'S LIST: FALL 2017, SPRING 2018, FALL 2018

ACTIVITIES: GAME DEVELOPMENT CLUB, NU ARCHERY, NU DOWNHILLERS SKI & SNOWBOARD CLUB

ZURICH UNIVERSITY OF THE ARTS, SWITZERLAND

COURSEWORK COMPLETED TOWARD BACHELOR OF FINE ARTS DEGREE IN GAME DESIGN, AUGUST 2016-MAY 2017

ACTIVITIES: STUDENT GOVERNMENT (VICE STUDENT BODY REPRESENTATIVE)

ARTISTIC PREREQUISITE COURSE WITH A CONCENTRATION IN DIGITAL ART AND GAME DESIGN
AUGUST 2015-JANUARY 2016

UNIVERSITY OF BASEL, BASEL, SWITZERLAND

COURSEWORK COMPLETED TOWARD BACHELOR OF ARTS DEGREE IN CLASSICAL AND ANCIENT STUDIES, AUGUST 2012-JANUARY 2016

GYMN. KIRSCHGARTEN, BASEL, SWITZERLAND

SWISS MATURITY CERTIFICATE WITH A CONCENTRATION IN ARTISTIC DESIGN, JUNE 2012

ACTIVITIES: STUDENT GOVERNMENT, SCHOOL CHOIR

Volunteering

BIG SISTER ASSOC. OF GREATER BOSTON, MA

VOLUNTEER BIG SISTER, SINCE JANUARY 2018

— ACTING AS A "BIG SISTER" TO A YOUNG GIRL
— BEING HER ROLEMODEL, FRIEND, AND CONFIDANTE
— PLANNING FUN AND ENGAGING ACTIVITIES FOR OUR WEEKLY MEETINGS

Activities & Interests

— MARINE BIOLOGY — TRACK AND FIELD — SPACE — DUNGEONS AND DRAGONS — NATIVE AMERICAN SIGN LANGUAGE — SCUBA DIVING — FANTASY LITERATURE — EARLY 1900s JAZZ AND BLUES — TIRAMISU MAKING — STAR WARS — ANIMALS — EXPLORATION — HARRY POTTER — ANCIENT CULTURES — COFFEE — DINOSAURS —

Experience

FRUIT POSTAL SERVICE, BOSTON, MA

LEAD ARTIST & LEVEL DESIGNER, SINCE SEPTEMBER 2018

— PRODUCING ALL 3D GAME ASSETS
— DESIGNING AND BUILDING GAME LEVELS
— DIRECTING TEAM IN 2D ART ASSET PRODUCTION
— MANAGING THE GAME'S SOCIAL MEDIA ACCOUNTS

LANTANA GAMES

LEVEL BUILDER AND 3D ARTIST, MAY-AUGUST 2018

— WORKED ON THE STUDIO'S TWO LATEST TITLES "MONDRIAN: PLASTIC REALITY" AND "CHILDREN OF LIBERTY"
— MODELED AND TEXTURED HARD-SURFACE 3D GEOMETRY BASED ON ANTIQUES AND HISTORIC BUILDINGS
— REPAIRED AND UPDATED EXISTING GEOMETRY
— AUTHORED DESIGN DOCUMENT FOR NEW PROPRIETARY AUTOMATED 3D ASSET GENERATION PLUGIN
— DESIGNED A NUMBER OF LEVELS FOR MONDRIAN: PLASTIC REALITY
— CREATED CUSTOM 2D BACKGROUND ART

NORTHEASTERN UNIVERSITY, BOSTON, MA

NOTE TAKER, DISABILITY RESOURCE CENTER AUGUST-DECEMBER 2018

— TOOK DETAILED AND CLEARLY STRUCTURED CLASS NOTES FOR USE BY STUDENTS WITH SPECIAL ACCOMMODATIONS

NORTHEASTERN UNIVERSITY, BOSTON, MA

PEER TUTOR, JANUARY-DECEMBER 2018

— PROVIDED FREE, ONE-ON-ONE AND SMALL-GROUP TUTORING SESSIONS TO MY FELLOW STUDENTS
— TUTORED GERMAN AT ALL LEVELS, 3D FUNDAMENTALS: SURFACE AND DRAWING, ARCHITECTURE

RIEHN TOY MUSEUM, RIEHN, SWITZERLAND

EXHIBIT SUPERVISOR, SPECIAL EXHIBIT "PRESS START TO PLAY", SEPTEMBER 2013-MARCH 2014

— GUIDED VISITORS THROUGH THE EXHIBIT
— EXPLAINED THE HISTORY OF VIDEO GAMES
— INSTRUCTED VISITORS ON HOW TO PLAY
— SET UP THE SYSTEMS AND KEPT THEM RUNNING

GAMEBOXX, BASEL, SWITZERLAND

SALESWOMAN, VIDEO GAME STORE, DECEMBER 2012-JANUARY 2013

— ADVISED CUSTOMERS ON VIDEO AND COMPUTER GAMES
— MADE SALES AND TOOK PHONE ORDERS
— TOOK INVENTORY AND RESTOCKED THE FLOOR