

Anna Lapinsh

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About

I have been employed as a designer at Hooplo Media since August 2011, running this work parallel with my degree up until it's completion in June 2012. I am aiming to extend my professional portfolio into the art and conceptual fields within the games industry.

Experience

August 2011 – Present: **Junior Games Designer** at **Hooplo Media**

Role: Game concept design, evaluation and balancing. Researching, creating and pitching ideas, as well as expanding and redesigning existing games.

Published Games:

Usain Bolt Athletics (<http://www.facebook.com/UsainBoltAthletics>)

Unpublished Games:

Cristiano Ronaldo Footy

Worked extensively on a social collectible card game for a major fantasy war-game IP, from concept to creation.

Worked extensively on a tie-in social game for a major fantasy RPG IP.

Worked on multiple mini games for a standalone platform, from concept to creation.

Education

2009 - 2012: **London College of Communication**
BA in Interactive Games Design

2005 - 2009: **Kulosaaren Yhteiskoulu (Kulosaari Secondary School)**
A-level English Language & Literature, Art & Design, Psychology

1998 - 2005: **International School of Helsinki**

Skills & Qualifications

- Proficient in Photoshop & Illustrator
- Proficient in 3DS Max
- Moderate programming skills in Flash (AS2), C# (XNA), Unity (JavaScript)
- ASET Degree in Web Design (HTML & CSS)

- Fluent English and Russian language skills
- Moderate Finnish language skills
- Basic French language skills
- Proficient in Microsoft Office (Word, PowerPoint , Excel, etc.)