

Anne Bras

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SUMMARY

I like to create worlds. In great variety: Mysterious and dark, happy and full of life or adventurous in an ancient forest for example. The elements that make a story worth telling or a place worth discovering. I often start my own projects in which I am able to translate my fantasies into creations that other people can see or understand.

I have a direct approach at situations and I'm familiar with good field research. I'm a great teamplayer who knows how to work with large groups. I take feedback to heart and always search for better solutions.

In the future I hope to be able to design games and their interactions in a motivated and creative company, and maybe even so that my passion and knowledge for old retro games could play a small part in that work field.

SKILLS

- Flash (AS2) (Advanced)
- Dreamweaver (Advanced)
- Photoshop (Advanced)
- Premiere (Advanced)
- Illustrator (Intermediate)
- InDesign (Advanced)
- Director (Intermediate)
- HTML (Advanced)
- CSS (Advanced)
- PHP (Intermediate)

LANGUAGES

- Nederlands (Native or bilingual proficiency)
- Engels (Intermediate proficiency)
- Duits (Elementary proficiency)

EXPERIENCE

- | | |
|--|-------------------|
| Th!nkGames
Game Designer | 08/2009 - 01/2010 |
| Zonnespel
Games Demonstrator | 01/2006 - Present |
| IEX van beleggers voor beleggers
Multimedia Designer | 01/2006 - 08/2006 |
| Pith House
Multimedia Designer | 09/2005 - 01/2006 |

EDUCATION

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| Hogeschool voor de Kunsten Utrecht (HKU)
MA DDC - Master of Arts, Interaction Design | 08/2011 |
| Hogeschool voor de Kunsten Utrecht (HKU)
Propedeuse Bachelor of Art and Technology | 08/2008 |
| Media College Amsterdam (MA)
MBO - 4th degree | 06/2007 |
| O.S.G. Willem Blaeu
VMBO | 06/2003 |