

# ANIA RATAJCZAK

2 Stanley Street DN32 7RF · 07954745797

[amariaratajczak@gmail.com](mailto:amariaratajczak@gmail.com) · [LinkedIn Profile](#) · [Portfolio](#)

I am a recent First Class graduate of Independent Games Design (Art), having studied at the Grimsby Institute, and am looking for entry-level testing and art roles in the Games Industry. This year, I entered Jamfuser 2021 and with my teammates, our game “Suddenly...” won Best Gameplay, Best Audio, and Overall Best Game in the public vote, as well as Overall Best Game in the Industry vote, as well as being nominated for Best Visuals in the public vote and Best Narrative in the Industry vote.

Having a live-long passion for video games and their unique strength for storytelling, I am eager to get into the industry and continuously strive to improve my art, illustration, and animation work, studying and learning from the pieces and workflows from professionals and other artists. I have a strong work ethic and pick up technical skills quickly.

## TECHNICAL SKILLS

- Blender
- Autodesk Maya
- Substance Painter
- Live2D
- Unreal Engine
- Unity
- Ren'py
- Adobe Photoshop
- Adobe After Effects
- Clip Studio Paint
- Paint Tool Sai
- Aseprite
- Lightworks & Hitfilm
- HTML & CSS

## EDUCATION

	2017-2020 <b>BA (HONOURS) INDEPENDENT GAMES DESIGN (ART), GRIMSBY INSTITUTE</b>
MODULES	<ul style="list-style-type: none"><li>• 2D Asset Creation &amp; Animation – First</li><li>• 3D Asset Creation for Environments – First</li><li>• 3D Character Animation – 2.1</li><li>• Advanced Game Project – First</li><li>• Character Design – First</li><li>• Environment Production for Games – First</li><li>• Game Narrative Design – 2.1</li><li>• GUI Design – First</li><li>• Prototype Game Production – First</li><li>• Theory of Fun and Games – First</li><li>• Final Independent Project – First</li><li>• Final Major Group Project – First</li><li>• Dissertation - Character Design in Girls' Otome Dating Games – First</li></ul>
	<b>2015-2016</b>

	<b>BTEC LEVEL 3 CREATIVE WRITING &amp; JOURNALISM, GRIMSBY INSTITUTE</b>
GRADES	<ul style="list-style-type: none"> <li>• M/M/D</li> </ul>

## EXPERIENCE

### 2020 – ONGOING

#### **SELF-EMPLOYMENT & FREELANCE WORK, LUNALCHEMIST**

- Design, creation, and management of website and online store
- Management of social media, emails, and booking of events
- Photography and editing of product photos
- Listing and management of stock
- Design and construction of items, ordering designed items from manufacturers
- Setting up and closing stalls
- Assisting customers and handling cash & card payments

### 19 SEPT. – 21 OCT. 2016

#### **MOVEMENT TO WORK PLACEMENT (BRIDGE HOUSE), DWP**

Working a customer-facing role 30 hours per week at JobCentre Plus, my role involved:

- Meeting and greeting customers
- Supporting and assisting customers with using the computers to write CVs and letters, job search, make claims, etc.
- Maintaining records and appointments, logging attendances and absences
- Filing, photocopying, and administrative duties

## HOBBIES AND INTERESTS

My biggest passion is still playing video games, of which I try to play most days after work. I enjoy all genres of games, but my favourites are RPGs, Survival Horror and Rhythm games. I love both retro and modern games alike, and with a passion for the unique way video games tell stories. I especially love games with strong art styles that work hand-in-hand with the story and environment – Shadow Hearts, Silent Hill, Xenosaga, and DmC all come to mind in particular.

I still greatly enjoy games with 2D animation, or games that combine 2D environments with 3D characters – this is the style that mostly features in my personal work. Games that still utilize drawn 2D animation greatly inspire me, and I aim to continue to showcase this art from in my own work.

In my free time, I often take the opportunity to enter Game Jams. I have previously entered my university's game jam, of which we developed a tabletop role-playing game that won 2<sup>nd</sup> place from Industry judges. Recently, I entered Jamfuser and with my team developed the game "Suddenly...", of which we were fortunate enough to be nominated for all Public Vote awards, winning 3 of the 4, and winning "Best Overall Game" from the industry judges.

At the weekend, I focus on more traditional art-related hobbies, such as painting and sculpting. I often join local art projects and enjoy meeting and learning from as many other artists as I can. I love travelling, going for walks and exploring, capturing different places in my sketchbooks and canvases, taking inspiration for how they can be incorporated into fantastical game environments. Other than painting, I also make a point to visit arcades regularly, as cabinet video games provide such a unique experience. I especially enjoy doing this as a social activity with friends and family. I also have a vibrant interest in languages and other cultures, and currently study Japanese language.