Hey, my name is Anja Irniger!

In 2014 I started my journey as a designer. That was when I started my 4 years long apprenticeship and my work as a graphic designer at the company Schneider und Partner AG. During that time I worked on projects for companies like Disney, Danone, Chocolat Frey and many more. Those projects ranged from creating merchandise for franchises like Star Wars to corporate design, web design, display mockups and food product design like for example chocolate figurines. In 2020 I began my bachelor studies in Game Design at the University of the arts in Zurich where I discovered my passion for the symbiosis between tech and art and deepened my knowledge in design.

Dates:

2013 – 2014
Propaedeutic course at the vocational school for Design Zurich
2014 – 2018
Graphic Design apprenticeship
2018 - 2019
Short term Job as a Teacher's Assistant and intermediate break
2019 – 2020
Federal vocational baccalaureate
2020 – 2023
Game Design Bachelor's Degree
2021-2024
Selling my art on Etsy and Conventions
2024
Freelancing as a general Game Artist for Flawberry Studio

Skills:

C#, Java, Javascript, HTML, CSS, 2D Art, HLSL Shaders and VFX Graph or regular Particle Systems in Unity, 3D Modeling and 3D Animations/ Rigging, Concept Art, Character Design, Environment Design, Texturing, UX Design and more graphic design related skills such as Corporate Design/ Packaging Design/ Food Design/ Print media etc.

Programs:

Unity, Unreal Engine 5, Github, Blender, Visual Studio, Reaper Notion, Procreate, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Miro, Excel, PowerPoint, Final Cut

Languages:

German: Native
English: Advanced
French: Scholastic level

Contact:

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