

Anna Fejer

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Profile

Currently based in Berlin, Germany, working as an au pair while continuing to develop personal art and design projects. Passionate about experimental game design, digital illustration, and immersive 3D environments that combine storytelling with craftsmanship.

Education

Birmingham Ormiston Academy (BOA), Birmingham, UK 2023–2025
BTEC Extended Diploma in Game Design — Triple D (Distinction Star)*
Top of class / highest grade of the graduate year.

Final Projects:

- Created a full advertisement campaign for a potential game concept
- Designed and programmed a 2D platformer prototype
- Built a detailed 3D environment as part of a final portfolio submission

Foundation Diploma in Art & Design, Birmingham, UK 2024–2025
Final Grade: Merit

Final Project: A 12-week design and installation project resulting in a large-scale physical installation.

Artistic and Creative Experience

Game Development

- 2D and 3D environment creation, character design, and storyboarding
- Advertisement campaigns and conceptual world-building
- 2D animation and interactive environment design

Digital & Technical Art

- 3D modelling in **Blender**, **Autodesk 3ds Max**, and **Maya**
- Environment creation using **Unreal Engine**
- Graphic design and image manipulation with **Photoshop**
- Illustration using **FireAlpaca** and **OpenToonz** (open-source software used by **Studio Ghibli**)

Physical & Traditional Art

- Oil painting, acrylic print work, lino printing, and screen printing
- Welding, embroidery, hand sewing and machine sewing
- Glass work, metallurgy, collage, and large-scale 3D installation design

Community Engagement

Arts and Crafts Workshops, [Handsworth Community Park](#), Birmingham 09/2023–11/2025
Led monthly creative workshops for children aged 3–12, teaching drawing, craft-making, and collaborative art.

Event Work Experience

- Ticket sales and entry checking for cultural and music events
- Artist care: food catering and decoration, including creative fruit bowl designs

Languages

Fluent: Hungarian (native), English (native)

Beginner: German (A1)

Skills

Art & Design: Drawing, painting, printmaking, sculpture, textile arts, 3D installation design

Software: Photoshop, 3ds Max, Blender, Maya, FireAlpaca, OpenToonz, Unreal Engine

Game Development: Storyboarding, 2D/3D animation, character design, world-building, concept campaigns

Other: Social media content creation, basic video editing

Interests

Contemporary art, video games, animation, experimental design, installation art, digital storytelling, and collaborative creative projects.