



Anna Ramseier

Visual Development Artist

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Zürich, Switzerland





ABOUT

I am a visual development artist who has been trained at IDEA Academy Rome and SynStudio Montréal. My heart beats for games, and I love to tell stories through vibrant colors. I cover characters, creatures, props and environments. Feel free to call me or drop a message if you want to get to know me better!




PORTFOLIO

artstation.com/annaramseier

SKILLS

Photoshop 
Traditional 
Blender 
ZBrush 

LANGUAGE

English 
German 
French 

MASTER IN VISUAL DEVELOPMENT

Idea Academy

2022 | Rome

- Character design, creature design, prop design, environment design
- Stylization and simplification, use of shape language
- IP development
- Perspective and anatomy for entertainment design
- Keyframe illustration, into to storyboarding
- Integrating 3D into digital workflow (Blender/ ZBrush)

CONCEPT ART INTENSIVE STUDY

Syn Studio

2020 | Montréal

- Creating concepts for game development pipelines
- Digital illustration and digital painting/ rendering
- Character design and environment design
- Creation of thumbnails and iterations
- Photobashing

BACHELOR IN INDUSTRIAL DESIGN

Hochschule fur Gestaltung und Kunst

2016 | Basel

- Designing and developing consumer oriented productst
- Focus on usability, functionality and producability
- Principles of design, composition and aesthetics
- Sketching for production, design rendering, rapid prototyping

My Path

June 2022
October 2021

Master in Visual Development Idea Academy | Rome

- Character design, creature design, prop design, environment design
- Stylization and simplification, use of shape language
- IP development
- Perspective and anatomy for entertainment design
- Keyframe Illustration, into to storyboarding
- Integrating 3D into digital workflow (Blender/ ZBrush)

December 2020
October 2020

Concept Art Intensive Study SynStudio | Montréal

- Introduction to creature design
- Introduction to character design
- Introduction to illustration
- Digital portrait painting
- Sketching for concept art

September 2020
December 2018

Freelance Illustrator Remote | Zürich

- Dedicated my time to do freelance projects
- Illustration and brand development.
- Logo design, flyer design, web design
- Attended local exhibitions to sell prints of my work and original oil paintings.
- Further refined my drawing and painting skills with online tutorials

October 2018
May 2018

Internship in Exhibition Design Museum of Digital Arts | Zürich

- Exhibition coordination for Canadian artist Vincent Morisset
- Planing the exhibition and creating time schedules
- Installing the different art pieces during construction phase
- Guided tours through the current exhibition of Swiss artist Pe Lang

April 2018
Februar 2018

Internship in Set Design Schauspielhaus | Zürich

- Supported the set design for „Measure by Measure“ by Shakespeare
- Gained insight into the production pipelines of the theater
- Provided props during the rehearsal

December 2017
October 2017

● **Concept Art intensive study** **SynStudio | Montréal**

- Digital painting courses
- Environment design
- Drawing the human form
- Foundations of oil painting

September 2016
September 2013

● **Bachelor of Arts in Industrial Design** **Hochschule für Gestaltung und Kunst | Basel**

- Designing and developing consumer oriented products
- Focus on usability, functionality and producability
- Principles of design, composition and aesthetics
- Sketching for production, design rendering, rapid prototyping
- Manufacturing processes, use of different materials
- Corporate identity, brand design, trend research, design marketing

August 2012
August 2006

● **High School with focus on Visual Arts** **Kantonschule Glattal | Dübendorf**

- Foundations of drawing and painting in traditional media
- Color theory, composition, perspective, art history

Born in 1994