



Annabelle Pries

CONTACT

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EDUCATION

BRADLEY UNIVERSITY

Bachelor's of Game Design
2017 - 2021

BRADLEY UNIVERSITY

Master's in Game Design and
Development
2021 - 2022

PROJECTS & EXPERIENCE

FLYING ACES

A relaxing flying and golf sim combo game where I created almost all the art assets and VFX for the game. Was a part of Bradley University's booth at IndieCade 2020 and 2021, and Bradley University's end of year showcase event, FUSE, in 2021.

A COG IN THE COSMIC MACHINE

A visual novel game where you play as an A.I. who runs a spaceship, and your choices matter and change the story. Created art assets for the game such as icons and mini game art. Featured in Bradley University's end of year showcase event, FUSE, in 2021.

BELLISSIMO

A 3D platformer where you play as a mushroom named Bello who is on a mission to defeat the evil god who took his family. I am one of two artists working on this game and I have done about a bit of everything art-wise. Was a part of IndieCade Horizons 2021. The game was published on itch.io.

VFX ARTIST INTERN

Deep Silver Volition
May 2022 - August 2022

VFX artist internship at Deep Silver Volition, where I worked with shaders, material editor, and particle systems.

SKILLS

Unity
Blender
Substance Designer
Houdini

Adobe Photoshop
Adobe Illustrator
Unreal
Maya