



Annabelle Pries

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Creative Skills

- Drawing
- 2D Art
- 3D Art
- Digital Art
- Design

EDUCATION

Bradley University
Peoria, IL

Bachelor of Science: Game Design
Minor: Studio Arts

*Master of Game Design and
Development*

Projects and Experience

- ***Flying Aces:*** A relaxing flying and golf sim combo game where I created almost all of the art assets and VFX for the game. Was a part of Bradley University's booth at IndieCade 2020 and 2021, and also at 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.
- ***Neon Oblivion:*** A puzzle platformer where you try to find a wizard to get the cure for your curse. Created VFX and shaders for various aspects of the game. 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.

Software Skills

- Unity
- Blender
- Substance Designer
- Adobe Photoshop
- Adobe Illustrator