

ANNA KLUS

Prop Designer & Visual Development Artist

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RELATED EXPERIENCE

Freelance Illustrator & Graphic Designer— June 2020 – Present

- Creates logo and identity design packages.
- Develops concepts and graphics for clients, including social media content and fliers and booklets.

Markel Studios– Freelance Graphic Designer— March 2021 – June 2021

- Refined and optimized vector image files for print and digital media use.
- Consulted regularly with the client on graphics and usage.

City Hill Church– Graphic Designer— Feb 2021 – April 2021

- Designed various collateral for events including posters, flyers, and postcards.
- Worked efficiently under tight deadlines.

OTHER EXPERIENCE

Classroom Paraprofessional – Edina Early Learning Center— May 2021 – June 2022

- Assisted with curriculum preparation and implementation.
- Managed a classroom environment, engaging with students and families.

PROJECTS

Short Film *Virtual Reboot*– Team Member— Jan 2019 – May 2019

- Designed color pallet for characters and backgrounds.
- Animated 2D characters and background elements.
- Designed background layouts and created final illustrations.

Short Film *Mason*– Animator — Feb 2019 – Nov 2019

- Collaborated with a team animating 3D Characters using Maya.

EDUCATION

The University of Northwestern – St. Paul— August 2018 – May 2020

BS Animation & Illustration *Summa Cum Laude*

- Minor in Graphic Design

Normandale Community College— August 2014 – May 2016

AA Japanese Language and Literature *Summa Cum Laude*

SKILLS

Prop Design | Character Design | Environment Design | Color Design

Time Management | Team Player | Organization | Attention to Detail | Flexibility | Communication

SOFTWARE

Photoshop | Illustrator | InDesign | Animate CC | After Effects | Acrobat | Maya | Blender | Unity

Microsoft Suite | Google Suite

LANGUAGES

English (Native) | Japanese (Conversational)