SKILLS/EXPERIENCE

3D modelling and sculpting
Concept art
Creative and academic writing
Programming
Animation
Game design
VR design
Web development
Sound design

FAMILIAR

ProCreate
Git
Autodesk Maya
ZBrush
Unity
VR

COMFORTABLE

Unreal
Substance Painter
Python
Java
C#

BASIC

Reaper Wwise Photoshop HTML CSS

ANNA TREFFER

COMPUTER SCIENCE AND APPLIED IMMERSIVE GAME DESIGN
STUDENT | WEBSITE:
HTTP://BOOGIEFEVER.FREEASPHOST.NET/INDEX.HTML | EMAIL:
ATR59@UCLIVE.AC.NZ | YOUTUBE: ANNA'S ART

WORK EXPERIENCE

HITLAB NZ INTERN • SUMMER 2020-2021 • VESPHA PROJECT

The aim of the project is to run a user study that will be able to determine whether the VR environments can encourage smokers to convert to vaping without getting non-smokers to start vaping.

UC HOST • UNIVERSITY OF CANTERBURY • ONGOING FROM JANUARY 2020

I help to run the various events that UC offers through a variety of frontend and backend work.

ENGME! MENTOR • UNIVERSITY OF CANTERBURY • SEMESTER 1 2020, HIRED AGAIN FOR SEMESTER 1 2021

The mentoring programme runs for 10 weeks providing one hour catch up sessions with a group of first year students, providing them with social and academic support by being a point of contact and being able to bring in subject specific tutors.

PEDALMANIA STAFF • ONGOING FROM MID 2018

This is a business that brings novelty bicycles to fairs and events for children and their families to ride. I help keep everyone safe, ensure they have a great time and generally do whatever needs to be done. I work there on a casual as needed basis.

RICCARTON HOUSE • ONGOING FROM JANUARY 2019

I work there part time as a vegetable gardener.

ENGME! TUTOR • UNIVERSITY OF CANTERBURY • SEMESTER 1 2020

I was offered the work based on my A grades in the courses that needed tutoring.

NOTE TAKER • DISABILITY RESOURCE CENTER UNIVERSITY OF CANTERBURY • 2018-2020

For this work I submitted my lecture notes in a tidy and timely manner for students unable to record their own notes to use.

PROOFREADING AND EDITING • TWO ONE OFF JOBS

The Gaian Prophesies Volume 1 and 2 which are now published on Amazon.

EDUCATION

COMPUTER SCIENCE AND APPLIED IMMERSIVE GAME DESIGN CONJOINT

Currently in my third year. Started in 2019 at the University of Canterbury after previously studying towards a double degree in English and Computer Science from 2017.

VOLUNTEERING AND LEADERSHIP

- Assisting Instructor at Pacific Sun Taekwondo from 2017.
- Youth Facilitator.
- Open Day 2018, Supplier of Smiles.
- Orientation Day 2019, Campus Tour Guide.
- UCanDance Harassment Officer 2019 and 2020.