

Anna Guidubaldi

DESIGNER/DIRECTOR

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Experience

Project Manager – Adaptive Immersion Technologies

2020-Present

- Managed a team of remote game developers and helped them to create immersive 3D assessment and training simulations using Unreal Engine (for both desktop and AR/VR applications)
- Handled all dev team tasking, prioritization, scrum meetings, and sprint management
- Handled fast-paced deadlines, complicated project schedules, and multiple productions at once
- Reviewed assets and deliverables to ensure optimized performance and visual quality
- Wrote regular progress reports and aided in project proposals
- Developed an organization system for all company resources
- Presented content to important stakeholders and worked together to iterate and improve deliverables
- Kept a finger on the pulse of emerging trends and technologies to streamline workflows
- Created marketing ads, infographics, and video content while adhering to company brand guidelines
- Created digital media and printed promotional materials for conferences
- Created UI, website, and logo designs
- Created game design reference documentation and mockups
- Created game and video scripts and coordinated with real voice actors to gather and refine audio
- Created 2D graphics for traditional assessment content
- Organized and led facial mocap sessions using Faceware headsets and live actors

Universal Creative Lab Participant – Universal Creative

Summer 2023

- Created a comprehensive written creative brief for an original, immersive themed experience
- Created concept sketches, 2D and 3D assets, final renders, and extensive design documentation
- Worked in a highly collaborative team environment
- Honed presentation skills amidst real entertainment industry executives

Creative Director – Hellion Studios

2019-2020

- Directed creative design visions and standards through ownership of the Art Style Guide (ASG) and Game Design Document (GDD)
- Created concept art, 3D assets, textures, and lighting for in-game characters and props
- Organized file structure, scheduled tasks, and held scrum meetings for our multidisciplinary team
- Tracked task progress, reviewed deliverables, and provided feedback for iteration

Game Design Scholar – Limbitless Solutions

Summer 2019

- Created 3D assets and textures for the Limbitless Runner training videogame
- Designed and modeled thematic prosthetic arm variations for 3D printing
- Created infographic assets and merchandise designs

Education

University of Central Florida, MS Themed Experience

2021-2023

Major: Themed Experience | GPA: 3.96

Themed Entertainment Association (TEA) Member

University of Central Florida, BA Game Design

2015-2020

Major: Game Design | Minor: Psychology | GPA: 3.74

Burnett Honors College Member

Skills & Abilities

- Agile Management and Development
- Iterative Design
- Game Design
- Themed Experience Design
- Documentation and Organization
- Communication and Presentation
- Creative Problem Solving
- Concept Art and Storyboarding
- 3D Modeling and Texturing
- Lighting and Visual Effects
- Video Editing and Animation
- Web and User Interface Design
- Digital Art and Graphic Design
- Traditional Art Skills
- Motion Capture

Tools & Programs

- Microsoft Office (Word, PowerPoint, Excel)
- Google Suite
- Adobe Creative Suite (Photoshop, Illustrator, Premiere, After Effects)
- Tasking Software (Monday, Jira, Trello)
- 3D Modeling Software (Maya, Blender)
- Zbrush
- Substance Painter
- Unreal Engine
- Source Control (Perforce, GitHub)
- Claude, DeepMotion, ElevenLabs, Adobe AI features