



Anna Obrecka

Character Design and
Concept Art

About Me

I'm Anna, UK based Artist specializing in Character Design and Concept Art for Animation and Games.

At heart, I am a storyteller who loves working with everything character related and bringing personality to life through fun shapes and strong line

Contact

 annobrecka@gmail.com

 <https://annobrecka.wixsite.com/portfolio>

 [@Seddidiot](#)

Softwares

- Adobe Suite (Photoshop, After Effects, Premier Pro, InDesign, Illustrator)
- Clip Studio Paint
- Procreate
- ToonBoom Harmony
- TVPaint
- DaVinci Resolve
- Spine2D
- Blender
- Canva

Experience

- **Size Five Games**
2D Artist and Concept Art 2024-2025
 - 2D Artist and Animator on "Earth Must Die"
 - Concept Artist on an Unannounced Title
- **32D Productions**
Character Designer 2023
 - Character Designer on an Unannounced Project
- **Lunar X**
Visual Development 2022-2023
 - Character Designer and Concept Artist on a 2D puppet series
 - Visual Development Artist on a Lofi Brand
 - Character Designer on a 3D Feature Film (Early Development)
- **32D Productions**
Character Designer 2021
 - Character Designer on an Unannounced Project
- **Freelance Artist**
Character Designer and Concept Art 2021- Present
 - Working across variety of projects such as Character Design, Illustration, Book Design and Concept Art on a Commission basis

Education

- **Warrior Art Camp**
Character Design with Anastasiia Platoshyna 2024
8 week Character Design Course
- **Warrior Art Camp**
Character Form Workshop 2024
3 Day Character Design Workshop
- **Warrior Art Camp**
Storyboards and Development with Kayla Carlisle 2023
8 week Storyboard and Story Development Course
- **University of Portsmouth**
BA(Hons) Animation 2018-2021
Bachelors Degree in Animation
- **The Animation Workshop**
Classical Life Drawing Course 2017
Classical Life Drawing course focused on Anatomy and Gesture Drawing
- **TEB Education**
Graphic Design Course 2017
Course on Graphic Design, Illustration, Photo Editing and basic HTML