

ANNA KUBART

2D GAME ARTIST + ILLUSTRATOR



kubart.com



annakubart@gmail.com



linkedin.com/in/anna-kubart/

I am a digital artist specializing in design across multiple fields, including 2D game art, game design, UI/UX design, and web design. I graduate in Spring 2026, with my Bachelor of Arts in Digital Arts and Sciences. I pride myself on my creativity and innovation, and I am always ready for a challenge.

EDUCATION

2022 - 2026

University of Florida

Bachelor of Arts in Digital Arts & Sciences
Summa Cum Laude - 3.98

TOOLS

- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- Unity, 2D + 3D
- Figma
- Wordpress

SKILLS

- Problem-solving, critical thinking
- Leadership, active listening
- Communication, efficiency
- Character and environment art
- Storytelling and narrative design
- User research, competitive analysis

ORGANIZATIONS

Executive Vice President

Digital Worlds Ambassadors, 2025 - Now

Mentee Ambassador

BADAS Mentorship Program, 2024 - Now

WORK EXPERIENCE

Web Editor

Ward Design Group, May 2024 - Now

- Completes time-sensitive edits for clients' live websites with precision, accuracy, and efficiency
- Initiated and spearheaded rebuild of Ward Design Group's website; created a sleek, updated appearance
- Designs and rebuilds websites with attention to detail

PROJECT EXPERIENCE

Little Pony, Big City

Senior Project, January - May, 2026

- Designed and developed a unique virtual trading card experience which is both immersive and interactive in Unity6
- Concepted and illustrated fifteen buildings and one character
- Animated five props and one character in After Effects
- Studied and researched the style of the My Little Pony franchise and trading cards to create an accurate adaptation
- Followed a 14-week project pipeline with agile methodology

Yuumi-chan, Rent is Due!

Art Lead + Co-producer of 25 person team, Aug - Dec, 2025

- Co-managed a team of eleven artists, ensured that all artists were assigned tasks and completing their tasks
- Owned and led weekly art meetings, created structured agendas, and documented decisions and action items
- Assembled a detailed style guideline for artists to adhere to
- Designed and illustrated key user interface assets
- Communicated one-on-one with team members to ensure all voices were heard and to foster inclusion
- Aided the producer in administrative tasks and organization