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Anna Timm, born October 11 1985 in Leipzig, Germany.

Education

2006-2008	Games Academy Game Art & Animation	Berlin
2004-2006	ABTW Assisstant for Graphics	Leipzig
1996-2004	Gymnasium Sankt Augustin High School Diploma with intensive courses: English, German and Physics	Grimma

Experience

2006-2008	Games Academy Students Project Lead Artist at a 3D Beat‘Em Up Concept Art, Character Modeling and Animation	Berlin
2006	Games Academy Students Project Concept and realization of a 2D Flash game	Berlin
2003-2008	Appel-Ei-Design.de Miscellaneous Websites designed	Leipzig

Prizes

2005	inwow.de T-Shirt Design Contest first place

Additional

Interests	Computer Games (RPG, MMORPG, Action), Anime, Manga, Comics, Illustration, Fine Arts, analogue Photography, History, Robots, postapocalyptic stuff

Web

Homepage	http://www.art.anti.de
Xing	https://www.xing.com/profile/Anna_Timm2
LinkedIn	http://www.linkedin.com/in/annatimm