



CONTACT

- Brežice, Slovenia
- +386 41 472 015
- anitahren27@gmail.com
- **Portfolio website:**
<https://mewabeii.com>

SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Adobe Indesign
- Adobe Premiere
- Adobe AfterEffects
- Adobe Bridge
- Figma
- Wordpress
- HTML & CSS
- Blender
- Microsoft Word
- Microsoft Excel
- Microsoft Powerpoint
- Notion
- Google Workspace

SKILLS

- Attention to detail
- Teamwork
- Typography
- Branding & Logo design
- Packaging design
- Visual storytelling
- Photo retouching

LANGUAGE

- English B1
- Slovenian Native
- German A1

Anita Hren

Graphic designer & Illustrator

I'm Anita Hren, a creative designer with a passion for turning ideas into distinctive, thoughtful visual experiences. Curious by nature, I'm always looking to expand my skill set, experiment with new techniques, and push my work in unexpected directions.

My experience spans a broad range of styles and design challenges, allowing me to adapt quickly while bringing a strong creative perspective to every project. I'm naturally detail-oriented and enjoy refining even the smallest elements, which bring that little bit of magic to every design.

EDUCATION

2017-
2021

Graphic design

Srednja šola za oblikovanje in fotografijo Ljubljana
High School of Design and Photography Ljubljana

Courses focus on teaching all the art and design fundamentals with weekly still life drawing and design classes as well. In this educational program I got taught the basics of art and design, which I later refined in the Faculty for design.

2021-
2026

Visual Communications

Fakulteta za dizajn Ljubljana
Faculty for design Ljubljana

This university course focused on commercial application of design and art for businesses, encouraging strategic brand thinking and the development of cohesive brand identities, which resonate with the intended audiences.

WORK EXPERIENCE

April
2025-
June
2025

Graphic design intern

Artisk - ALEKSANDER ROŽMAN s.p.
Ulica bratov Gerjovičev 3, 8257 Dobova

Artisk is a design and print shop, where customers either walk or call in to order custom designs to be printed in many different ways. Work consisted of working in a team to quickly fulfill customer orders.

This position taught me a lot about preparing documents for different types of print applications.

June
2024-
January
2026

Character and environment concept designer

Chronicles of Arue
Unreleased visual novel project

To hone my skills, I joined a project for a now unreleased visual novel, for which I created 20 highly detailed character designs and 9 environment designs. Here I carefully analysed the character backstories, their behaviour and place in the story, which I then took into consideration when designing their appearance.