

HANNA RICHARDS

ESSENTIAL SKILLS

Flexible
Organized
Passionate
Quick Learner
Collaborative
Written & Verbal Communication

Game Artist



EXPERIENCE

Tactical Mages - 2D Digital Concept Art Intern

- Produced various concepts and variations for all base sprites
- Enhanced my Drawing, Creativity and Communication Skills
 - Learned to the process of creating art based on another's creative direction and being able to easily communicate with them to get the most ideal result

SPLIT Dead By Daylight Map - 3D Environment / Props Artist

- Constructed an original environment, plausible for a Dead by Daylight Map
- Enhanced my Innovation, 3D Modeling & Texturing, and Style Match Skills
 - Developed an understanding for style matching, while adding original and unique creative elements and sharpened my skills in Blender and 3D Substance Painter

Sci-Fi Futuristic Hockey Locker Room - 3D Environment / Props Artist

- Crafted an authentic environment, with an design influenced by Star Wars
- Enhanced my Texturing, Lighting, and Engine Skills
 - Expanded my knowledge of texturing by creating advanced textures, through use of the material editor in Unreal Engine and exercised environment and prop lighting

Clowning Around - 2D Environment / Props / Character Artist

- Fabricated various assets for an authentic Circus-Themed, Pixel Art Level
- Enhanced my Composition, Consistency, and Pixel Art Skills
 - Strengthened my ability to create props that flow with the environment, theme, and style and executed precision throughout my props, environment, and character

EDUCATION

University of Advancing Technology

- January 2021 - December 2023
 - Bachelor of Arts in Game Design
 - Bachelor of Arts in Game Art and Animation

ACHIEVEMENTS

STEM FUSE Certificate of Excellence

- U.S. and International Fall 2017 Stem Fuse Got Game Competition

State of California Senate Certificate of Recognition

- Got Game National Game Design Competition Honoree

SKILLS & SOFTWARE

- Proficient in Fabricating 2D & 3D Art for Games
- Solid Understanding of Game Art Pre-Production
- Engine Implementation Experience
- Strong Team Collaboration Skills

Industry Related Software:

- Blender and 3ds Max
- Photoshop, Illustrator, 3D Substance Painter, and Procreate
- Unreal Engine, Unreal Tournament Editor, Construct 3, & Unity

PROFILE

2D /3D Game Artist,
pursuing opportunities in:
2D/3D Environments
2D/3D Props
Concept Art

CONTACT

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REFERENCES

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