

Hannah Elizabeth Baker

 hannahelizabetharts@gmail.com

 hannahelizabetharts.com

Skills

I worked as a general artist, with a focus on UI and illustration, in the video game industry for six years, 2015 - 2021. Currently, I'm working as a fantasy realist illustrator for games and books. I'm an expert in Photoshop and Illustrator, whether it be for creating UI assets or marketing illustrations. My experience working in a small team has given me a wide skill-set and the ability to take on many roles while working on tight-deadline projects.

Experience

Illustrator, TTRPGs and Books

Freelance - 2021 to Present

- Imagine and digitally paint fantastical images for TTRPGs, card games and book covers
- Communicate effectively with clients to make certain their vision is visualized perfectly
- Current clients include publishers Atomic Mass Games, Cubicle7, Chaosium and Beyond Worlds

Lead Artist and UI Designer, StarBlox Inc

Seed Interactive, Nintendo Switch - 2019

- Researched and created concepts to determine the art direction
- Designed the UX and created assets for the UI in Illustrator and Photoshop
- Built and animated the UI in Unity for Nintendo Switch
- Reconfigured and adjusted key art to fit Nintendo's marketing guidelines

Lead Artist and UI Designer, Water Operator Training Software and iBook for Confederation College

Seed Interactive, Mobile Training Software - 2019

- Designed the art direction to suit the target audience and the technical requirements of mobile devices
- Directed artists to create assets in a consistent style
- Designed the UX and created assets for the UI
- Set up and animated the UI in Unity

UI Designer, Sky Warriors

Seed Interactive, Motion Chair Arcade Game - Unreleased

- Designed the UX to guide the user into their first motion chair experience
- Determined the visual style for the UI and designed the logo
- Set up and animated the UI in Unity

UI Designer and 3D Artist, Skies of Fury DX

Seed Interactive, Nintendo Switch - 2018

- Created and animated 3D assets for the UI style
- Re-designed the original mobile game UI to suit the Nintendo Switch console
- Designed and created the key art for marketing, then adjusted and resized to suit Nintendo's marketing guidelines

Education

Sept 2012 - April 2015

Seneca College, Toronto - *Game Art and Animation Certificate*

References can be provided upon request.