

# Veronica Hazen

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## Game Artist - Illustrator - 3D Artist - Animator

### Career Summary

I have 10+ years experience with personal/freelance illustration work, and have worked with development teams in college to create unique, stylized art assets for various games and art projects. I have also taken upon numerous jobs and volunteer work related to arts and crafts, working with students/kids, marketing, and as a supervising lab attendant. I graduated college majoring in Game Design with a Studio Art Minor.

### Skills

Adobe Photoshop | Clip Studio Paint | Adobe Suite | DaVinci Resolve | Social Media Marketing | Autodesk Maya | Autodesk 3ds Max | Unity | Blender | Substance Painter | Zbrush | Jira | Trello | HacknPlan | Aseprite | Github | Unreal Engine

### Education

Fitchburg State University, Fitchburg, MA (2017-2021)

B.S. in Game Design, Studio Art Minor (GPA 3.75)

### Experience

#### Pine Acres Family Camping Resort

Apr 2021 – October 2021

203 Bechan Rd, Oakham, MA 01068

- Implemented and promoted activities for guests of all ages.
- Lead and directed events for the park residents.
- Assisted the guests with their crafts when asked.
- Handled various art supplies, tools, and cleaned up after guests.

#### Game Lab Supervisor

Sep 2019 – April 2021

160 Pearl St, Fitchburg, MA 01420

- Controlled in/out access to the labs by having students sign in on the security form.
- Assisted students with technical problems with the lab equipment.
- Made periodic rounds to verify security of equipment and ensure proper use of technology.
- Notified the supervisor when issues arose.

#### Green Stack Games: 2D/3D Artist/Animator

Jan – May 2021

*Bottle Man* (Team of 7)

- Illustrated 2D UI assets, Concept Art and intro/ending slide art.
- Created 3D assets and character models.
- Rigged and animated stylized character models in Maya with blend shapes.
- Implemented animations in Unity Engine.

### Notable Achievements

- Dean's and President's List 2017 - 2021
- Two games accepted into Visions – Fitchburg State University's honors festival, showcasing the best student work in the Communication's Media Department.
- Attended Made in MA 2022 showcasing Project Lullaby. (4/21/2022)