**Veronica Hazen**

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**Game Designer - Animator - Illustrator - 3D Artist**

**Career Summary**

Core member of IconicArtsLLP - a partial owned indie game company where we are developing our first commercial product, *GoobnBalloonsDX*. 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**

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

**Experience**

IconicArtsLLP Core Officer Oct 2022 – Current

* Level design, UI work, asset implementation, animation.
* Scrum meetings twice weekly for full communication on team tasks.
* Lead artist/animator for GoobnBalloonsDX
* Guides artists on the team using concept art and clear instructions.

Game Lab Supervisor Sep 2019 – April 2021

160 Pearl St, Fitchburg, MA 01420

* Made periodic rounds to verify security of equipment and ensure proper use of technology.
* Notified the supervisor when issues arose.
* 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.

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.

**Education**

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

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

**Notable Achievements**

* *GoobnBalloonsDX* featured in Steam Next Fest (June 2023) and PlayNYC (August 2023)
* Attended Made in MA 2022 showcasing Project Lullaby. (April 2022)
* Two games accepted into Visions – Fitchburg State University’s honors festival. (April 2021)