Veronica Hazen

563 New Braintree Road, Oakham, MA, 01068

774-200-7900 | VeronicaH1000@gmail.com | Lexitoons.com | [LinkedIn](#)

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

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

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.

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)