





Hannah Keller

Environment Artist & Graphic Designer

 (330)541-1676

 hannahkeller3d@gmail.com

 www.hannahkeller3d.com

Education:

C.E.C. in
Graphic Design

- Stark State College
- Graduated
December 2019
- G.P.A.: 4.0

B.F.A in Interactive
Design and Game
Development

Minor in Concept Art
for Games

- Savannah College of
Art and Design
- Graduated June 2017
- Cum Laude
- G.P.A.: 3.58

Skills//Software:

- Autodesk Maya
- Autodesk 3DS Max
- Zbrush
- Sculpttris
- Topogun
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Media Encoder
- Adobe InDesign
- Audacity
- Clip Studio Paint
- Headus UV Layout
- Unreal Engine 4
- Substance Painter
- Microsoft Office
- Perforce
- Fraps

Work Experience:

Costal Pet Products : August 2020-Present
Manufacturing Associate/ Distribution Associate

- I am responsible for cutting, sewing, assembling, labeling, and packaging nylon collars, harnesses, and leads. I assure that products that I provide are assembled on time and are free of defects. I am responsible for products that I help create are distributed to companies such as Pet Valu, Tractor Supply Company, and Chewy.
- I have also assisted in Distribution where I was responsible for selecting specific products for customers' orders, filling totes with the correct number of items and type of items following the customers' instructions.

Freelance 3D Modeler & Graphic Designer:
March 2018-Present

- Did freelance work for Aultman Hospital
Canton, OH
 - Recreated images using vectors of the CADD-Solis Infusion Pump for medical staff use
 - Assisted with the creation of the Powerpoint and PDF CADD-Solis Infusion Pump presentation/ handouts.
 - Guides were used to train medical staff on the use of the CADD-Solis Infusion Pump.
- Did freelance work for the Karcher Group
Canton, OH
 - I did 3D Modeling and rendering work for their client United Titanium.
 - I created graphs and charts that were featured on the client's website.

Marc Glassman Inc.: June 2017-August 2020/
December 2016/ June 2016-September 2016
Close Out Section Stock Clerk

- I was responsible for conditioning the Close Out Section of Marc's, assisting customers in the store and over the phone, packing and unpacking inventory, attend to customer returns and manually pricing items according to paperwork and emails.



Skills// Design:

- 3D Modeling
- UV Unwrapping
- Texturing
- Retopology
- Graphic Design
- Digital Painting
- Digital Drawing
- Digital Sculpting
- Color Theory
- Traditional Drawing
- Traditional Sculpting

Social Media:

LinkedIn:

- www.linkedin.com/in/hannah-keller-2b2b4751/

Blogger:

- www.hannahkeller3d.blogspot.com/

References:

References available upon request

Group Projects:

Global Game Jam 2018: Transceiver Retriever:
January 2018

Environment Artist/ Character Artist/ Texture Artist

- I was responsible for modeling the environment, along with the props, and the playable character.

Checkers' Great Escape: January 2017-May 2017

Environment Artist/Video Editor/
Cinematic Director

- I was responsible for modeling props in the environment.
- I was also in charge of capturing gameplay footage, creating cutscenes, and creating and editing videos.

Gerry "The Iron Ball" Figgis Alpha:
February 2017-March 2017

Environment Artist/Lead 3D Artist,
Lead Sound Designer

- I was responsible for modeling the buildings along with a few of the props in the game. I was also in charge of the sound design for the project.

Scooby-Doo Reimagining: November 2016

Concept Artist/ Creature Artist/ Writer

- I was responsible for creating the Crystal Frog creature along with the Swamp Hut environment for the project.
- I also helped with writing for the Crystal Frog and Swamp Hut descriptions.



Honors and Awards:

Presidents List for Part Time Students:
December 2019

Stark State College

- I was able to maintain a grade point average of 4.0 while attending part time at Stark State College during the Fall Semester.

SCAD Interactive Design and Game Development
Promotional Video: August 2018/ August 2017

Savannah College of Art and Design

- Footage from group project "Checkers' Great Escape" was used in SCAD's promotional video for their Interactive Design and Game Development Program.

Entelechy Showcase 2017: May 2017

Savannah College of Art and Design

- Our game "Checkers' Great Escape" had the honor of being displayed during the Entelechy 2017 Showcase at the Savannah College of Art and Design.

E3 College Competition Finalist for SCAD Division:
April 2017

Savannah College of Art and Design

- Our team's project, "Checkers' Great Escape," was one of four finalists that were selected when we entered our game to be considered for the E3 college competition. This included turning in an executable file, a game manual, and a game play video in order to be qualified to enter.

Dean's List (7 Quarters)

Savannah College of Art and Design

- Was successfully able to maintain a grade point average of at least 3.5 for seven quarters while attending as a full time student at the Savannah College of Art and Design.