

Gary Hanna
Freelance Illustrator
Contract Artist

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Work Experience



Hanna Studios

July 2003 - Present

Owner/Freelance Illustrator

Clients include: Scholastic, Weldon/Owen Inc, DK International, Big Fish Games, Microsoft, Celestial Seasonings, Gryphon Forge

Beep Industries

June 2001 - July 2003

Owner/Art director

I was one of seven owners who started the company to create the Xbox title Voodoo Vince for Microsoft Games. As Art Director, my responsibilities included creating the the visual look and feel of the game as well as creating and managing the art production schedule. I was also responsible for managing a team of 10 artists. As part of senior management, I worked closely with Microsoft production Managers through out the project. Vince was released in 2003.

Cavedog/Humongous Entertainment

August 1997 - May 2001

Art Director

I was responsible for managing all aspects of the visuals for the titles that I was assigned to. These included concepts and visual style, creating and managing the production schedule for all art, and management of the art teams. Un-Released titles included Elysium and Miss Hap.



Tri-Film/Interactive Threshold

September 1995 - July 1997

Senior Art Director

I was responsible for all graphics and animations produced for CD-ROM, video and online projects. I managed a full time team of artists and contractors.

VisionMakers, Inc.

April 1994 - July 1995

Owner/3D Artist

I was lead 3D artist and assistant interface designer for a Microsoft Consumer division product on an un-released kid's title. I was responsible for the visual style and all final 3D artwork and animation. I assisted the lead designer on interface and concept development.

Art Institute of Seattle

July 1990 -January 1999

Illustration Instructor

Part time instructor - Courses included illustration, basic design, airbrush, and computer animation.



Hanna Illustration

August 1987 - July 1995

Owner/Illustrator (traditional and digital)

Clients included - Nintendo, Disney, Microsoft, Chevron, Celestial Seasonings, Bullit Proof Software. Represented by Creative Freelancers of New York, NY

Education

Art Center College of Design, Pasadena CA

BFA Illustration, 1988

Honors