Gary Hanna

Art Director
Illustrator

Contact Details

(360) 477-7191
gary@hannstudios.com
Seattle, WA
Portfolio
LinkedIn
Instagram

Core Skills

- Art Direction/Art Lead
- Illustration
- Visual Development
- Pipelines & Workflow
- Remote Leadership
- Outsource Management
- Maya
- ZBrush
- Adobe Photoshop
- Adobe Substance

Professional Profile

Art director and illustrator with 25 years of experience in the gaming industry. Proven ability to lead and manage internal and external teams of 2d/3d artists and animators. Expert knowledge of the latest technologies and tool sets. Developed, documented and implemented numerous art production pipelines and workflows. Enjoy the excitement new projects. Applying for the position of Art Director to work with an energetic team to create visually stunning game experiences.

Career Summary

Art Lead ◆ Product Madness ◆ Jan, 2022 - July, 2023

- ▸ Led internal team of artists that produced high quality 2d/3d game ready art assets for world building portion of hybrid slots title, Paradise Fortune Casino.
- ▸ Oversaw production of concepts, models, and 2d/3d game assets from our outsource studio, including mentorship, reviews, and final approval.
- ▸ Developed, implemented, and documented production pipeline and workflows that improved efficiency and accuracy of art asset production.
- ▸ Assisted art director and producer with scheduling and Jira setup/templates.
- ▸ Contributed to concepts, illustrations, game assets, master files, and world tile assets.

Art Director/Illustrator ◆ Hanna Studios ◆ Aug, 2003 - May, 2022

- ▸ Art director/illustrator for remote game studios and startups.
- ▸ Led outsource artists in production and/or contributed to the pre-vis, concepts and production ready art for 10+ casual game titles.
  - ˗ Big Fish Games - The Malgrave Incident, Mystery Case Files and Krakatoa, Hidden Expeditions for PC and WII console.
  - ˗ Beach Day Studios - vCoder Hero, a VR prototype teaching code for the Oculus platform.
  - ˗ Fox Cub Games - AMC's The Walking Dead Slots, a mobile slots game.
  - ˗ First Post - Marvel web games for Avengers, GOTG, Spiderman, Wolverine - Hello Kitty game prototype.
  - ˗ Illustrated hundreds of 2d/3d images for my publishing clients for books, posters, and magazines.
  - ˗ Clients include - Scholastic, DK,Weldon/Owen, Simon/Schuster, and Penguin.

Co-Owner/Art Director ◆ Beep Industries ◆ June, 2001 - July, 2003

- ▸ Instrumental in creating prototype, securing publishing deal, and developing look and feel of Xbox AAA platformer, Voodoo Vince.
- ▸ Participated with partners establishing business and hiring team of veteran programmers, artists, and producers.
- ▸ Developed art production pipeline, workflows, and hardware/software needs. Coordinated closely with dev team on all tech issues related to art.
- ▸ Art directed, managed, and scheduled visual development and art production for a team of ten 2d/3d artists and animators.
- ▸ Partnered with producer, leads, and Microsoft Game Studio project managers to establish milestones and deliverables.
- ▸ Met all milestones, release Voodoo Vince on time and under budget, receiving high ratings by Steam (9/10), IGN (7.2/10), and IMDB (7.9/10).

Art Director ✦ Humongous/Cavedog Entertainment ✦ July, 1997 - May, 2001

▸ Art directed, managed and scheduled projects for a team of 8 artists and animators creating prototypes for internal game concepts.
▸ Prototyped 3 PC games of different genres. Including Elysium (1st person adventure), Miss Hap (2d story-based), and a Worms hybrid.
▸ Collaborated with lead game designers and devs to maximize performance and memory use of all visual assets.
▸ Oversaw and contributed to visual development, concepts, world building, and pre-production of all prototypes.
▸ Improved art production time and efficiency by introducing new workflows for 2d/3d art asset creation and implementation into game.

Part Time Illustration Instructor ✦ Art Institute of Seattle ✦ Jan, 1990 - May, 1996

▸ Taught 1 to 2 classes per semester in advance illustration, airbrush, and design.

Freelance Illustrator/Multimedia Artist ✦ Hanna Studios ✦ Aug, 1988 - May, 1997

▸ Advertising illustrator represented by NY agency Creative Freelancers.
▸ 3d, UI, motion graphic artist for Tri-Film and Microsoft Home brand projects.

Education

Art Center College of Design, Pasadena, CA
BFA with Honors in Illustration

Additional Skills

Slack, Zoom, Miro, Clickup, Trello, After Effects, Office 360, Google Drive and Apps

Awards

▸ Winner of National Maritime poster contest - Permanent collection of Smithsonian Institute

▸ Winner of Art Center promotional poster contest

▸ Illustration Included in Expose' 10

Interests

▸ Game art, writing screenplays, cooking, cars, and learning new things.