

HANNA BISCHOF

CONCEPT ARTIST

PORTFOLIO: HANNABISCHOF.COM/PORTFOLIO EMAIL: ART.H.BISCHOF@GMAIL.COM

EXPERIENCE

June '23-Aug '23

VISUAL DEVELOPER

Out of Order Short Film Remote

- Created concepts for general environments that matched moodboards and art direction
- Developed iterations of various set design pieces
- Worked with Art Director to finalise set design details
- Created production art for various props for 3D integration

March '22- June '22

XR FILM - ART DIRECTOR

Internship through University Atlanta, GA

- Developed concepts for the environment, characters, and story
- Lead visual development in preproduction
- Organised and managed 3D Assets in Maya and Unreal 4.2
- Managed and created practical assets for the XR stage
- Lead a team of fifteen for a ten week project to create a final functioning XR environment and film.
- Assisted a sister team as a lead visual developer and 3D Artist

EDUCATION

Bachelor of Fine Arts- Illustration

Savannah College of Art and Design Atlanta, GA

Concentration in Concept Design for Animation and Games

Summa Cum Laude and Dean's List

SKILLS

Adobe Suite

-Photoshop -Illustrator -After Effects
-Substance Painter -Premiere Pro
Microsoft Office + Google Suite
Zbrush

Unreal Engine 5

Unity
Blender
Gaia
World Machine

Autodesk

-Maya
-3DSMax
-AutoCAD
-Inventor

LANGUAGES

English
Native

German
C1-Intermediate

Eligible to live and work
in the United
States of America and
The Schengen Area

PUBLICATIONS

2022

-Safeguard (Page Artist)
-Crossing Over (Background Artist)

2023

-Vainglorious (Background Artist)
-SCAD Scan (Page Artist)
-Submersed (Texture Artist)