



**Hadara White**  
Game Environment Artist

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## // EXPERIENCE

### **Level Designer** - Capricia Productions

JULY 2016 - FEBRUARY 2017

Worked on level design for the game The Birdcage. I modeled environment assets, did level block-outs and inserted other artist's assets into the game.

### **Artist** - Storyboard Interactive

APRIL 2015 - SEPTEMBER 2015

Worked as the artist on the game Atlas: Life of a Dog. I made 3D environments such as the inside and outside of a fully furnished home, a park, and a neighborhood.

### **Store Manager** - Happy Belly Deli

SEPTEMBER 2016 - CURRENT

Manager of a market and deli. In charge of managing 10 employees, payroll, scheduling, and customer service.

### **Graphic Artist** - Champlain College

#### Emergent Media Center

FEBRUARY 2014-APRIL 2015

Game Artist on the Make A Change Project. This project is to make a series of games addressing the issue of various forms of harassment in college environments.

## // EDUCATION

### **Champlain College**

Bachelors of Science in Game Art and Animation - Class of 2016

## // SKILLS IN GAME ART

Photoshop, 3DS Max, Flash, Maya, Substance Painter, Illustrator, 3D Modeling, xNormal, CrazyBump, Unreal Engine 4, Digital Painting, Game Art, Game Testing, Texturing, Unreal Engine 3, Unreal Development Kit, Unity, Graphic Design, Paint Tool Sai, Traditional Drawing.

**Other skills include:** Sales, Cashiering, Customer Service, Food Preparation and service, Microsoft products, Google Applications, Social Media.

## // ABROAD

AUGUST 2014 - DECEMBER 2014

During the Fall Semester of my Junior year, I studied abroad in Montreal, Canada. There, I took classes with developers from Eidos and visited various companies such as Ubisoft and Ludia.

## // PROJECTS

### **StreamPerk and SubsOnly**

MARCH 2015 - PRESENT

StreamPerk and SubsOnly is a service for online content creators (primarily Twitch streamers) to have a better solution for providing 'perks' to their subscribers. Some of the features include automatic server whitelisting and forums. I have helped with graphic design and I am the main technical support aid.

### **Just Another Day - Capstone**

DECEMBER 2015 - MAY 2016

I was the main environment and prop artist for the team Topsy Ferret. Our game Just Another Day takes place during the Invasion of Poland. The story is about a jewish girl and how the war has affected her life. I created an environment that starts as a bright and happy home that then slowly becomes more dark and gloomy.

### **Atlas: Life of a Dog**

APRIL 2015 - SEPTEMBER 2015

I was the main artist on the team Storyboard Interactive. Atlas: Life of a Dog is a game where you see the world through the eyes of a family's dog. I created environment assets such as an entire interior of a house, and created the graphic design for UI elements and created the Storyboard Interactive website.

### **Fallen Star**

JANUARY 2015 - MAY 2015

Fallen Star was a game that I worked on in a Game Production course at Champlain. The game was a space themed tower defense where you protect a galaxy from a black hole that slowly expands. I did all of the art including the UI elements, environment assets, and spaceship assets.