

KRISTEN HADAWAY

CONCEPT ARTIST

443-619-9153 | Abingdon, MD, 21009 | kristenhadawayart@gmail.com | Artstation.com/kristenhadaway

EXPERIENCE

Lead Concept Artist

June 2024 - Present

Norse Development Studios, (Remote)

- Lead a team of artists to create visually stunning 2D and 3D assets.
- Designed and illustrated unique key art, interior environments, exterior environments, buildings, props, and characters for an upcoming unannounced game.
- Assisted with style guides, Art Direction, and overall visual design to help create a unique and interesting gaming experience.
- Worked alongside Level Designers and Programmers to help design the overall look and feel of an unannounced game.

Associate Environment Concept Artist

March 2024 - June 2024

IMU Studios INC., (Remote)

- Designed and illustrated unique and creative key art, environments, and props for an unreleased game.
- Worked alongside the Art Director and other art leaders to define the visual style of the upcoming game.
- Created area concepts for architecture, flow, and set dressings through sketches and drawings.

Freelance Concept Artist / Illustrator

June 2021 - March 2024

Self-Employed, Abingdon, MD

- Curated a portfolio demonstrating a strong proficiency as a concept artist with the ability to provide solid sci-fi, fantasy, stylized, and realistic designs.
- Showcased skills in the effective use of color, form, light, perspective, and composition.
- Collaborated with various art directors, clients, and 3D artists, to transform initial concepts into final designs and bring ideas to life.

EDUCATION

Bachelor of Fine Arts in Illustration

December 2022

Towson University, Towson, MD

AWARDS

Illustrators of The Future Finalist award 3rd quarter 2022 October 2022
Franklin and Alice Cooley Scholarship for Fine Art August 2022
First place award – Horizons Juried Exhibition April 2021

INDEPENDENT EXHIBITIONS

That Which Exists, Storage Space Gallery, Towson, MD February 2022
Dissimulated Minds, Storage Space Gallery, Towson, MD March 2020

SKILLS

- Adobe Photoshop
- Blender
- Autodesk 3ds Max/Maya
- Traditional Sketching
- Time-management
- Collaborator
- Adaptability
- Resourcefulness
- Analytical and strategic thinking
- Excellent organizational skills
- Excellent communicator
- Creative problem-solving