

CLAIRE HUMMEL

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EXPERIENCE

MICROSOFT GAME STUDIOS PUBLISHING, Redmond, WA 2008 - present

Artist

- Working with the Central Media team to improve visual fidelity of Xbox 360 titles with innovative concept art and game assets, including but not limited to *Alan Wake*, *Kinectimals™*, and *Kinect™ Adventures*
- Directed the majority of look development for *Full House Poker*, designing props and environments to define the game's visual aesthetic
- Acted as Art Director for *Crackdown 2: Project Sunburst*, providing in-game art and assets

THE STORY HAT, Providence, RI 2008

Concept artist

- Created character and environment designs with a team of artists to help develop the visual style for a new, 3D-animated feature
- Worked on prop designs for a collaborative project with Dreamworks SKG

TURBINE TECHNOLOGIES, Westwood, MA 2007 - 08

Freelance artist (*Lord of the Rings Online™*, *Asheron's Call*)

- Designed 80+ icons for in-game items
- Based on the existing low-poly models, completed a set of 10th Anniversary character illustrations for *Asheron's Call* that expanded on the characters

Artist intern (*Asheron's Call*)

- Primary artist for conceptual and in-game art assets, produced illustrations for advertising and print materials.

NEOPETS INC, Glendale, CA 2001 - 07

Artist (recurring summer hire)

- Created art, graphic design, and animation for Neopets.com games and daily content, including designs for key species and characters
- Worked on additional concepts and illustrations for advertising, print media, and licensed merchandise
- Developed concept art & style exploration for new properties

FREELANCE WORK

Commissioned to provide an interior illustration in the style of Charles Dan Gibson for 2011

the upcoming coffee table book **FRANK READE: ADVENTURES IN THE AGE OF INVENTION** (*fall 2011*)

Cover art for issue #36 of Scott Kurtz's **PLAYER VS. PLAYER**

2007

Commissioned graphics & illustrations for 30+ private clients

2001 - present

EDUCATION & SKILLS

Rhode Island School of Design, Providence, RI
Bachelor of Arts in Illustration (with honors)

Winner in the **Into the Pixel** 2011 competition

Experienced and comfortable with both **Mac** and **PC** operating systems

Expert in Adobe Photoshop & Flash

Experienced in Adobe Illustrator, Corel Painter, Maya, Zbrush, & Cinema 4D

Experienced in both XHTML & CSS scripting

Experienced with various prop-making techniques, and both hand & machine sewing

Trained in a variety of **traditional media**, including but not limited to pen & ink, acrylics, oils, and watercolour

REFERENCES

Available upon request.