

# Hannah R. Turner

[hrt@andrew.cmu.edu](mailto:hrt@andrew.cmu.edu) • 609 351 6233

[www.hannahturner.portfoliobox.me](http://www.hannahturner.portfoliobox.me)

## EDUCATION

**Carnegie Mellon University Entertainment Technology Center**, Pittsburgh, PA  
Masters of Entertainment Technology, May 2015

**Goucher College**, Baltimore, MD  
Bachelor of Arts, Art with a concentration in Studio Art, May 2013  
*Award:* Global Citizen Scholarship, 2009-2013

**Studio Art Centers International**, Florence, Italy  
Intermediate drawing course that concentrated on work from live models, Spring 2012

## RELEVANT SKILLS

3Ds Max	Adobe Photoshop	Pencil Sketching	Silk Screening
Adobe After Effects	Adobe Illustrator	Soft Pastels	Language: Hebrew

## ACADEMIC PROJECTS

**Artist, Semester Project**, ETC, Spring 2014

- Transforming the Lives of Traumatized Youth, Project goal to create game teaching patients, children, about the cognitive triangle and how to replace negative thoughts with positive ones, leading artist by choosing art style for game and keeping art assets cohesive, evenly divide the work between myself and other artist

**Artist, Building Virtual Worlds**, ETC, Fall 2013

- Created five worlds with different goals in one to two week periods in teams of five
- Team of four created a simple music game for the Kinect, allowing a guest choose the correct note to match the music's tempo, we chose a paper cutout art style, I worked on the final level's background and collaborated with our second artist on the second level's background
- Created a game for the BVW Festival, Team created a tactical tower defense three-person cooperative game for the Cave, As sole artist I spent my time on retexturing existing models, creating additional assets to alter silhouettes, and creating new animations

**Independent Study**, Goucher College September-December 2012

- Self-directed development of a functional serigraphy studio that could fit in small sections of existing classrooms
- Tested process by creating a series of themed prints based on mythical equine creatures. Designs were meant for round general use cards with facts about each creature

## EXPERIENCE

**Sculpture Studio Tech**, Goucher College, Baltimore, Maryland, January-May 2013

- Responsible for aiding and advising 35 students
- Organized studio, helped set up for classes, and tracked inventory.

**Counselor**, Main Line Arts Center, Haverford, Pennsylvania, June-August 2011

- Helped teachers and children with ceramics, jewelry, and drawing
- Supervised children ages four to thirteen to ensure safety and help maintain focused work ethic.

## ACTIVITIES

**Mural Painter**, Voorhees Pediatric Facility, Voorhees, New Jersey, May-August 2012

- Created a mural concept meeting the Facility's ideas and desired look
- Drew basic sketch and worked on painting each section of the mural once concept approved.

**Stable hand**, Oak Shade Stables, Shamong, New Jersey, June-August 2010

- Responsible for feeding and caring for the horses
- Completed all work thoroughly and efficiently to ensure all the horses were comfortable before leaving.