

Amber Hamm

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<https://www.awkwardbun.ca/portfolio>

Professional Summary

A skilled Game Designer with 8 years of digital art experience. She specializes in creating captivating games through her expertise in 2D and 3D game assets, UI elements, and promotional content. Amber understands game design, level creation, and environmental design, and is always eager to take on new challenges in game art positions.

Key Skills

- ✓ Pixel Art
- ✓ 2D Art & Assets
- ✓ Level Design
- ✓ Environmental art
- ✓ Media Branding Creation
- ✓ UI Design
- ✓ Storyboarding
- ✓ 3D Modeling
- ✓ Handpainting 3D Models
- ✓ Programming Knowledge
- ✓ Fast Learner
- ✓ Organized

Experience

TerraZero | Contracted UI/2D/3D Artist | Kitchener, ON | May 2022 - Present

Assisted with creating social media content while contributing to the development of Decentraland experiences.

- Produced 3D models for builds, utilizing a variety of texturing and hand-painting techniques.
- Designed and developed UI elements and texture atlases to enhance user experience.
- Created engaging promotional videos and social media templates to support marketing efforts.
- Optimized all creations for optimal browser use, ensuring optimal performance and accessibility.

VarLabs | Intern Pixel NPC Animator | Kitchener, ON | April 2022 - April 2022

I contributed to bringing the game to life by creating small animations for both the main and background characters

- Developed idle animations for pre-existing pixelated NPC characters.
- Documented progress and results to later share at end-of-day meetings and demos.
- Trained team members on the program as I had a better understanding of it from prior projects.
- Participated in daily stand-up meetings to discuss project status and next steps.
- Contributed to the creation and presentation of two game demos.

Twitch | Contracted Artist for Holiday Projects | Kitchener, ON | June 2019 - November 2019

Concepted & designed emoticons for two major platform events, Happy HAHAAHAlidays! and MegaCheer Food Fight.

- Developed 2D icons according to the provided theme, ensuring they were visually appealing and on-brand
- Incorporated feedback and requests from stakeholders throughout the creation process to ensure their satisfaction with the final product
- Stayed up-to-date with the latest design trends and industry best practices to create emotes that would be relevant and engaging to users

Education

Conestoga College | Associate Degree in Game Design | September 2020 - April 2022

The college provided the individual with comprehensive training in the creation of games, apps, and simulations, applicable to a variety of industries including entertainment and education. The program equipped the individual with a strong skill set and knowledge in game design, gameplay programming, and the different aspects of the production pipeline, making them a valuable asset for any organization seeking to produce high-quality games and interactive experiences.