

# STEVEN HAKE

2D Game Art | Concept Art | Illustration

## CONTACT

### Phone

(631) 774-9341

### Email

Stevenhake22@gmail.com

### Portfolio

[www.Stevenhakeart.com](http://www.Stevenhakeart.com)

### Location

Commack, New York  
(willing to relocate)

## SOFTWARE

Photoshop  
Illustrator  
Blender  
Flash

## SKILLS

Illustration  
Concept art  
Environment design  
Storyboarding  
Sketching  
Traditional painting  
3D modeling/ sculpting  
Character design

## EXPERIENCE

### Steven Hake Art - Freelance Illustrator and Game Artist

2016 - Present

- 2D Game art (assets, UI, environments, concept art)
- Cover illustration
- Logo design
- Apparel design

### Mega Cat Studios - Freelance Game Artist

September 2016 - April 2018

- Projects: Log Jammers (PC), Bite the Bullet (PC), Coffee Crisis (PC)
- Collaborated with other artists to develop game levels in a consistent visual style
- Visual development and creation of pixel styled game levels
- Designed and created 2D assets, characters, level layout and UI
- Optimized existing art assets in accordance with technical restrictions
- Created concept art for project pitches

### Hyper Awesome Entertainment - 2D Game Artist

June 2015 - Jan 2016

- Project: Dungeon Punks (PS4, Xbox One, PC)
- Responsible for visual development of game levels
- Produced environment art and 2D game assets
- Optimized existing art assets in accordance with technical restrictions
- Developed 2D parallax scenes to create dimensional environments
- Created game logo and cover art

## EDUCATION

### Accademia di Belle Arti di Carrara

July 2017- August 2017

- Awarded the Columbus Foundation Franco Zeffirelli Scholarship in the Arts Award, to sculpt marble in Carrara, Italy

### Rochester Institute of Technology - B.F.A. Illustration

2010-2014

### Huntington School of Fine Arts

2009-2010