

LUKE HANSARD

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Enthusiastic Art Lead specializing in Pixel Art with 8+ years of experience designing pixel art for games and collaborating with coders and concept artists in the game development pipeline. Focused and Adaptable, bringing a strong sense of detail that can work within the limitations of the Pixel Art Medium.

EXPERIENCE

JANUARY 2021 – PRESENT

FREELANCE ARTIST, SELF EMPLOYED

- Hired by multiple Different Clients for various projects with different styles and aims.
- Managed Client expectations and requests within strict deadlines to produce the art.
- Worked on several open-ended projects with little guidance or oversight and completed what the Client asked for.

NOVEMBER 2020 – MAY 2021

LEAD ARTIST, BURNING LIGHT GAMES - BRISBANE QLD

- Worked with Coders and Project Leads to turn a Tech Demo into a fully polished and shippable game.
- Completed duties as Lead Artist remotely with no physical contact to the game studio.
- Helped to define the art style of the game with a unique flare and style.

AUGUST 2021 – PRESENT

LEAD ARTIST, MORE PIXELS - BRISBANE QLD

- Worked with Coders and Project Leads on more than 12 Game Jams, such as the Ludum Dare Game Jam and GMTK Game Jam
- Completed duties as Lead Artist remotely with no physical contact to the game studio.

EDUCATION/CERTIFICATES

APRIL 2021

BACHELOR'S DEGREE IN CREATIVE ARTS, JMC ACADEMY - BRISBANE QLD

DECEMBER 2017

SENIOR SECONDARY CERTIFICATE OF EDUCATION, BALMORAL STATE HIGH SCHOOL - BRISBANE QLD

NOVEMBER 2015

CERTIFICATE I IN INFORMATION AND DIGITAL MEDIA, BALMORAL STATE HIGH SCHOOL - BRISBANE QLD

NOVEMBER 2016

CERTIFICATE II IN ACTIVE VOLUNTEERING, BALMORAL STATE HIGH SCHOOL - BRISBANE QLD

SKILLS

- Pixel Art and Pixel Animation
- Skilled in programs such as Unity 2D and Aseprite
- Ability to work in team environments and autonomously
- Attention to detail
- Effective communication

REFERENCES

Available upon request.