

Becca Hallstedt

STYLIZED CONCEPTS & ILLUSTRATION

PORTFOLIO

Beccahallstedtdesign.com

CONTACT

rhallstedt@gmail.com

SOFTWARE

Photoshop
Autodesk Maya
3D Coat

CORE SKILLS

Concept art
Illustration
Stylized textures

HONORS

Game Chang[Hers]: Exhibitor
The Rookies: Finalist
Kotaku: Featured Artist
Gamasutra: Expert Blogger

SOCIAL MEDIA

Twitter: @BeccaHallstedt
Instagram: @BeccatheRose

References provided on request.

EXPERIENCE

Freelance

Concept Artist & Illustrator | March 2018 - present

- Clients include *The Molasses Flood*, *Phoenix Labs*, *HitPoint Press*, & more

Blizzard Entertainment

Concept/Texture Artist | June 2017 - March 2018

- *World of Warcraft: Battle for Azeroth*, 2018

Netherrealm Studios

Associate Concept Artist | June 2016 - October 2016

- *Injustice 2*, 2017

High Voltage Software

2D Art Intern | January 2016 - May 2016

- *Dragon Front*, 2016
- *Damaged Core: Oculus Rift*, 2016

EDUCATION

Bachelor of Arts: Game Art

Columbia College Chicago
September 2014 - May 2017

Partial Bachelor of Arts: Industrial Design

University of Cincinnati
August 2012 - December 2013

COMMUNITY INVOLVEMENT

Bit Bash Indie Games Festival & Affiliated Events

Volunteer & Shift Captain | August 2015 - Present

Girls Make Games

Volunteer Artist | June 2015