

Becca Hallstedt

Concept Art & Illustration

Freelance Clients

Wild Blue	<i>Various projects</i>
Molasses Flood	<i>Drake Hollow</i>
Sauropod Studio	<i>Mirador</i>
Hit Point Press	<i>Humblewood</i>
Metal Weave Games	<i>Awakened</i>
Steamforged Games	<i>Cats & Catacombs</i>
Phoenix Labs	<i>Dauntless</i>

Experience

Concept Artist & Illustrator
Freelance | March 2018 - Present

Associate Texture/Concept Artist
Blizzard Entertainment | June 2017 - March 2018
World of Warcraft: Battle for Azeroth (2018)

Associate Concept Artist
Netherrealm Studios | June 2016 - October 2016
Injustice 2 (2017)

2D Art Intern
High Voltage Software | January 2016 - May 2016
Dragon Front & Damaged Core (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
