

HANNAH CROSBY

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www.hannahcrosby.com

KEY SKILLS

- Strong skills as a sculptor and painter
- 12 years experience as a professional 3D artist
- Graduated with high distinction at National Institute of Dramatic Art in prop-making
- Experience in project management for small productions

EDUCATION

Bachelor of Dramatic Art – Properties & Objects

National Institute of Dramatic Art (NIDA) – Sydney, Australia

Feb 2012 – Nov 2014

Graduated with High Distinction

Curriculum: scenic, puppetry, drafting, model making, prop fabrication
and project management

Diploma of Screen and Media – Animation

QANTM College of Multimedia – Brisbane, Australia

Jan 2004 – Nov 2004

Awarded *Creative Media Scholarship* for creative and academic excellence



Art Finishing

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EXPERIENCE

RENT

2018

Matt Ward

Entertainment & QPAC
Theatre

THE GAME

2017

Woodford Festival
Theatre

WHITE VISUALS

2017

Visual Merchandising

AQUAMAN

2017

Warner Bros Studios
Feature Film

FLICK HEROES

2017

Storm Giant Studios
Video Game

THOR: RAGNAROK

2016

Marvel Studios
Feature Film

PROMOTIONS IN MOTION

2015-2016

Visual Merchandising

SHELLSHOCK

2015

Riverside Theatres
Theatre

Design Assistant

Prop buying, logistics and management of contractors
3D drafting for set design and prop construction
Graphics creation, scenic art, and breaking-down costumes

Props Art Lead

Managed a props manufacture team on a large festival
Created props for interactive festival games and display

Prop Maker and Art Finisher

Fabrication and art finishing of visual merchandising props for
theme parks and retail centres

Art Finishing Assistant and 3D Artist

Assistant to the Hero Props Painter, created high-end finishes for
hero and stunt weapons

Created and modified digital assets for 3D printed prototypes

Lead 3D Artist

Managed art direction, created concept images, 3D modelling
Oversaw creation of art assets by contracting artists

Prop Manufacture Assistant

Worked across all areas of prop manufacture
Assisted in art finishing for hero and background props
3D modelling for CNC manufacture

Scenic Artist and Propmaker

Puppet maker, sculptor and art-finisher for window displays and
visual merchandising in major retail centres

Model Maker

Designed and produced a remotely operated animatronic tortoise
Robotics, sculpting, mould making and art finishing



Creature effects and 3D Concepts

EXPERIENCE cont.

LITTLE LEGENDS

2015

2and2

Video Game

CHILDHOOD'S END

2014

Makeup Effects Studio

TV Series

GODS OF EGYPT

2014

Pyramania

Feature Film

LIGHT IN THE PIAZZA

MUCH ADO ABOUT

NOTHING

2012 - 2014

NIDA Parade Theatres

Theatre

XBOX KINECT SPORTS

2010 - 2011

Microsoft Rare Ltd

Video Game

NICKELODEON'S AVATAR

SERIES & MOVIE

2005 - 2007

THQ Studio Australia

Video Game

Senior 3D Artist

Concept design, 3D modelling, texturing and rigging for characters and level art

Sculptor and Mould Maker

Intern sculptor for creature effects suit
Assisted with mould-making and casting

Costume Props Assistant

Assisted Master Mould Make to create stunt props
Assisted leatherwork artisan
Casting and art-finishing armour pieces

Propmaster and Sculptor

Managed prop department for 2 student-led theatre productions
Prop buying, scheduling and budgeting
3D drafting, mould making, sculpting and art-finishing

3D Artist

Character modelling for 2 BAFTA award-winning Xbox games,
Developed character concepts, 3D modelling and texturing
Oversaw contract staff team

3D Artist

Primary 3D character modeller, recreating actor likenesses for a major motion picture game title
3D modelling, texturing and rigging for full environments, props and characters on 3 Nickelodeon games
Created tutorial material and documented in-house processes



Prop and Model Making