



# Kara Hasel

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## Skills:

- Concept Art // Digital Painting
- High and Low Poly 3D Modeling
- 3d Texturing
- HTML // CSS
- Video Game QA Testing

## Tools:

- Adobe Photoshop // Illustrator // InDesign // Dreamweaver // Flash
- Autodesk Maya// 3ds Max
- ZBrush
- Topogun
- Crazybump
- Marmoset Toolbag
- Unreal Development Kit
- Visual Studio
- Expression Encoder
- Paint Tool Sai
- InkScape

## Platforms:

- Windows // Mac OS

## Education:

Art Institute of Portland (Graduated Fall 2012)  
Bachelors Degree of Fine Arts  
Major: Game Art & Design

## Experience:

- Test Associate at Experis IT (May 2013 - Present)

### Projects:

- Halo The Master Chief Collection (Xbox One)
- Zoo Tycoon (Xbox One)

-Tonrar: The Dark Awakening (Winter 2011 - Summer 2012)  
3D Modeler & Texture Artist for Art Institute of Portland Game Production Team  
Website: <http://www.billsbeard.com/>