

Hannah Sacco

Interactive Design and
Game Development Student

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SOFTWARES

Adobe Photoshop
Adobe Illustrator
Unreal Engine 5
Unity
Maya
Zbrush

CLUBS

SCAD Magic the Gathering
- *President*
SCAD Gaming
- *Treasurer*
Game Development Network
SCAD Gamers' Guild
SCAD Pinoy

NOTABLE PAST ACTIVITIES

Girl Scouts Heart of the
Hudson

INTERESTS

Tabletop Games
K-Pop
Anime
Vocaloid
RPG Games

EDUCATION

Savannah College of Art and Design, Savannah GA — B.F.A in Interactive Design and Game Development (EXPECTED GRADUATION 2025)

PROJECTS

Critter Cuisine — Global Game Jam (JANUARY 2024)

- Project lead for a group of 9 peers working to create a video game in under 48 hours.
- Responsible for multiple sections of the game development pipeline while also solely handling the creation of all environment assets.
- Directed peers with creative ideations as to stay in scope for the game restraints.

NDA Project — SCADPro (SEPTEMBER - NOVEMBER 2023)

- Worked with a team of peers to create an educational game for grade 6-8 students.
- Researched and experimented with AR in multiple softwares to create an immersive gameplay experience.
- Became knowledgeable in the process of working with a client and clearly communicating project goals.

Bounty — Core Principles: Game Design (MAY - JUNE 2023)

- Developed a board game with fellow peers, discussing core game mechanics and ideations to comprise a functional game.
- Conducted play tests and received feedback from players to further enhance playability.
- Created game tokens, a comprehensive rulebook, and visuals for the booklet.

Trick or Treatlantia — Introduction to Game Development (OCTOBER - NOVEMBER 2022)

- Collaborated with peers for the creation of a campaign for the game Glory of Yore.
- Conducted research for the conceptualization of the campaign's storyline, as well as character creation for NPCs and monsters.
- Visualized a 2D render of the primary location for the campaign to occur.

Project Purify — Fluxathon (OCTOBER 2022)

- Effectively designed a concept for an interactive sustainable program with a team of 2 other peers in under 24 hours, placing 3rd out of 11 teams.
- Researched and designed a layout for an educational and sustainable water filtration system, proposing to place the system in public areas to teach communities alternative ways to filter safe drinking water.

WORK EXPERIENCE

Office Assistant — Clove Coach, LLC (DECEMBER 2021 & 2023, JUNE 2023 - AUGUST 2023)

- Successfully cleared 3 months of backlog processing accounts receivable.
- Organized and processed paperwork of client appointments weekly for billing.

Sales Associate — Pacific Sunwear (NOVEMBER 2022 - JANUARY 2023)

- Maintained an organized, clean, and up to date sales floor.
- Fulfilled online orders in a timely manner by compiling merchandise to package.

Production Assistant — The Brooklyn Press (JUNE 2022 - JULY 2022)

- Assisted in the creation of screen printed garments in a fast-paced work environment.
- Trusted with the process of mixing inks, creating screens for print, and producing goods.