

Hannah Sacco

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EDUCATION

Savannah College of Art and Design, Savannah GA.....2021-2025

B.F.A. in Interactive Design and Game Development, *Magna Cum Laude*

Extracurriculars: SCAD Magic: the Gathering (President), SCAD Gaming (Treasurer), Game Development Network

SKILLS

Softwares: Adobe Suite (Photoshop, Substance Designer, Substance Painter), Maya, SpeedTree, Unreal Engine, Zbrush

Technical Skills: 3D Hard Surface Modeling, Texturing, Unreal Engine Blueprinting, World Building

Professional Skills: Communication, Versatility, Leadership

PROJECT EXPERIENCE

Rings of Lies | Savannah College of Art and Design.....January 2025-June 2025

- Project lead for a 9-person team, directing peers to create a navigational puzzle game.
- Created foliage and supplemental environmental assets, as well as debugged code to create immersive gameplay.
- Provide critique and feedback to peers, offering suggestions for paths to pursue to complete required tasks.

Bubble Breach | Global Game Jam.....January 2025

- Managed a small team to create a video game in less than 48 hours.
- Supervised team members to maintain deadline expectations and cohesion throughout the game.
- Tackled development setbacks by providing viable solutions and work arounds.

Houdini's Suit | Savannah College of Art and Design.....March-May 2024

- Led a team of 4 members to create a playable prototype video game.
- Programmed all mechanics for the prototype.
- Applied knowledge of video game pipelines to successfully keep the team on track for deadlines.

Critter Cuisine | Global Game Jam.....January 2024

- Directed a group of 9 peers to create a video game in under 48 hours.
- Managed the scope of creative ideas for the time and game constraints.
- Solely handled the creation of all environmental assets.

Story Keepers | StridexSCADPro.....September-November 2023

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

Bounty | Savannah College of Art and DesignMay-June 2023

- Developed a board game with fellow peers, discussing core game mechanics and ideation to comprise a functional game.
- Conducted play tests and received feedback from players to further enhance playability.

WORK EXPERIENCE

Pre-College Assistant | Savannah College of Art and Design.....June-July 2024

- Interacted with participants in a camp-like setting, providing engaging activities, guidance throughout the weekly schedule, and insight on college life.
- Worked closely with team members to provide a safe, encouraging, and fun environment for the participants.

Office Assistant | Clove Coach, LLC.....December 2021 & 2023, June-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.

AWARDS

Best Environment Art - Team | Entelechy.....May 2025

VOLUNTEER WORK

NoobJam | Savannah College of Art and Design.....November 2024

- Provided guidance and help for underclassmen participating in an introductory version of Global Game Jam.

GDC Student Representative | Savannah College of Art and Design.....March 2024

- Aided in playtesting of student made games to GDC attendees as well as relay information about the college and curriculum.