

**kevin konrad hanna**

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**creative director | art director**

Overseeing more than 50 video games and film titles across the media spectrum, Kevin consistently achieves innovative, yet practical aesthetics, creating and guiding memorable worlds and properties.

**known for**

**Krypton**

*(SyFy Channel, on-air)*

**ESPN on Xbox Live**

*(Xbox live)*

**Plants vs Zombies: Heroes**

*(videos and mobile game)*

**The Clockwork Girl**

*(feature film)*

**Ruby Blast**

*(videos and mobile game)*

**Google Lively**

*(virtual world)*

**Microsoft Kinect/Next gen**

*(Xbox )*

**Kanye West's GOOD Night**

*(web/album experience)*

**Pirates of the Caribbean**

*(Xbox 360)*

**Dance Dance Revolution:**

**Disney Channel Edition**

*(PS2)*

**Disney's Princess:**

**Royal Adventure**

*(Wii)*

**Hannah Montana:**

**Spotlight World Tour**

*(Wii)*

**High School Musical: Sing It!**

*(Wii)*

**Shadowrun**

*(Xbox 360)*

**Crimson Skies**

*(Xbox)*

**Combat Flight Sim 3**

*(PC)*

**And many others**

**director | creative director**

**Frogchildren Studios**

seattle, wa

2008 –2011,

2018- current

Art Directed unannounced mobile game for King, Taunt and more  
Directed and produced "Decrypting Krypton" for SyFy, BTS for Universal Studios' First Man, video demos for ESPN/Xbox, commercials and more  
Created and directed the feature film, "The Clockwork Girl"  
Established, directed and guided art style, design and final execution with art team  
Built full team from scratch, defined and recruited all positions for a 30 person animation studio  
Directed all actors performance and mocap (including Carrie Anne Moss, Jeffrey Tambor, Alexa Vega and more)  
Script/asset breakdowns, design and proxy reviews with CG Supervisor and all departments.  
Project planning, budgeting, and scheduling  
Prep animation and layout annotations prior to animation start date.  
Working with Studios marketing dept, and production teams on product schedules, budget, scope, style, and features  
Working with Studios marketing dept., and production teams on product schedules, budget, scope, style, and features from ESPN, Microsoft, Disney, and more

**senior art director**

**EA Popcap**

seattle, wa

2014 – 2018

Built and managed a team of production artists across multiple projects  
Aided marketing campaign around PvZH including trailers and videos  
Co-created, art directed, and shipped Plants vs Zombies Heroes (highest rated EA mobile game/Apple top ten 2016)  
Created/defined Popcap's 3d art production pipeline. Defined style, tone and quality for PvZ mobile brand. Built and managed multiple teams of artists throughout production. Guided theme and narrative across titles.

**art director**  
**zynga**  
seattle, wa  
2011 – 2014

Built and managed a team of production artists across multiple projects  
Co-created, art directed, and shipped FairyTale Twist  
Co-created, designed & shipped Ruby Blast in five months  
Managed the live-ops art direction development & support of Slingo  
Created multiple product themes, stories, concepts & final art/designs.  
Pitched and represented the vision for titles to E-level staff throughout the development process.  
Created marketing campaign around FairyTale Twist including directing trailers and web videos  
Directed all actors performance for marketing material and game content (including Alan Tudyk, Gillian Jacobs, Brad Garrett and more)

**creative director | art director**  
**Google**  
seattle, wa  
2007 – 2008

Directed animation across all characters, both in pose to pose and in live action reference  
Directed actors on voice and physical performance  
Oversaw art direction and supervision of internal and external art teams  
Art review and direction over studios and teams in four countries.  
Worked with design dept, marketing dept, and production teams on product schedules, budget, scope, style, and features  
Art style prototyping and creation.

**art director | art lead**  
**The Walt Disney Company**  
Burbank, CA  
2005 – 2007

Established Art and Animation style, pipeline and guides for respective Disney projects  
Art/Animation due diligence, review and direction over multiple projects, studios and development teams worldwide  
Working with the Movie, Animation and television studios to develop their properties  
Worked with design dept., marketing dept., and production teams on product schedules, budget, scope, style, and features

**character artist | designer**  
**Fasa | Microsoft**  
Redmond, WA  
2000 – 2005

Normal map, diffuse map, occlusion map transfer process  
Real time character creations, design, shader research and implementation

**animator**  
**Pixel Envy**  
Santa Monica, CA  
1999-2000

Animating; Lighting; Effects; Modeling; Painting and applying textures.  
Setup for both characters and creatures on the Red Hot Chili Pepper's music video "Californication"

**speaker | presenter**

2008 Austin GDC | Keynote  
*Google Lively: in Motion Summit*

San Diego Comicon 2010 | Invited Speaker  
*The Clockwork Girl: the movie*

San Diego Comicon 2009 | Invited Speaker  
*From concept to comics and beyond*

Additional Production Credits and Demos available upon request