

ROSE HAMMER

illustrator · animator · designer · creative professional

EMPLOYMENT

Art Director & Co-founder (March 2022–present), *Tempo Lab Games*

I work as an art director and game designer on *Bits & Bops*, a rhythm video game. In addition, I direct marketing, social media and community management.

2D Key Animator (March 2021–April 2023), *Flying Bark Productions*

This role involved making key frame and in-between drawings for *Marvel's Moon Girl And Devil Dinosaur*, a 2D-animated television series.

2D Character Layout Artist (March 2020–March 2021), *Flying Bark Productions*

This role involved making character layout drawings for *LEGO Monkie Kid: A Hero Is Born*, a 2D-animated television series.

2D Key Animator (July 2018–March 2020), *Flying Bark Productions*

This role involved making rough, key frame and in-between drawings for Nickelodeon's 2D-animated television series *Rise of the Teenage Mutant Ninja Turtles*.

Freelance illustrator and designer (2014–present)

- Producing illustrations and graphic designs of a very high standard for games, entertainment organisations and other artists
- Creative direction; delivering complete collections of design and illustration assets for large projects
- Working both unaccompanied and in collaboration with other creative talent
- Working for both Australian and international clients
- Developing coherent branding for projects and organisations
- Helping clients successfully crowdfund their game concepts

Independent business owner: *Rose Draws Things* (2013–present)

- Creating a large collection of pop-culture themed illustrations and selling thousands of prints annually
- Developing a personal brand and creating a niche in the local pop-culture art market
- Overseeing the print production process from start to finish
- Handling finances, ordering supplies and organising an inventory
- Arranging travel, building shop booths, managing assistants and serving customers at events
- Administering an online shop, handling customer enquiries and shipping products worldwide

EDUCATION · TRAINING · VOLUNTEERING

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| 2023 | 2D Art Judge – SMASH! Sydney Manga and Anime Show |
| 2021 | Training – Youth Mental Health First Aid training, MHFA Australia
Training – Responding with compassion, Full Stop Australia
Registered volunteer – NSW Wildlife Info, Rescue and Education Service |
| 2020–2023 | Policy-maker and panelist – Australian Super Smash Bros. Community Code of Conduct Panel |
| 2011–2014 | BA Visual Arts (Painting), Australian National University, Canberra, ACT |

CLIENTS

- 2020 **Cranky Watermelon**, *Boomerang Fu* – splash art
- 2018 **Dan Fornace**, *Rivals of Aether* – RoA Academy cover art
- Crafty Games**, *Dragon Racer: Grand Prix* – illustration, creature and character design, graphic design
- 2017 **CouchWarriors**, *Battle Arena Melbourne 9* – apparel design, exhibition
- 2016 **Nintendo of Australia**, *Pokémon National Championships* – exhibition
- GAMMA.CON**, *GAMMA.CON 2016: Swords and Sorcery* – illustration, creature and character design
- The Consouls**, *The Consouls EP; 2-3; 3-1; 3-2; World 1; Super Monday Jam* – design, illustration, visual branding support
- 2015 **Greater Than Games**, *Spirit Island* – illustration, creature design
- 2014 **Thylacine games**, *Dragon Racer* – art direction, illustration, creature and character design, graphic design

EXHIBITIONS

- 2013 *2013 Graduating Exhibition*, ANU School of Art Gallery – Canberra, ACT
- 2012–present – Various annual Australian pop culture festivals: *EB Games Expo* · *Madman Anime Festival* · *Supanova Expo* · *Oz Comic-Con* · *SMASH! Sydney Manga and Anime Show*
- 2009 *Headspace 9*, National Portrait Gallery of Australia – Canberra, ACT

AWARDS & PUBLICATIONS

- 2023 Day of the Devs Official Selection for *Bits & Bops*
SXSW Sydney 2023 Games Festival Official Selection for *Bits & Bops*
- 2018 *Greetings from Genesis 5*. MAJOR. Volume 1. p 6.
- 2017 Top 20 placing for *Cosmo Beat*, Ludum Dare 39 – Ludum Dare Global Game Jam
- 2015 *Brain Garden*. Imaginarium Planetarium. p 2.
- 2010 ANU Foundation for Visual Arts Scholarship nominee – Canberra, ACT
- 2009 *Rose's afternoon delight*. Portrait Magazine. Volume 33. p 40–41.

TOOLS

- digital Photoshop, Toon Boom Harmony, HTML & CSS
physical graphite, ink, watercolour

GET IN TOUCH

- website rosehammer.art
email rosehammer.art@gmail.com
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