

Hannah Bearden

hmbearden@gmail.com • (949) 280-3481 • hannahbearden.com

Summary

Art & Design: Graphic Designer, Illustrator, Animator, Screen Printer, and Sculptor

- [Graphic Design & Illustration](#)
- [Film & Animation](#)
- [Print](#)
- [Textiles](#)
- [Sculpture](#)

Experience

Stop Motion Fabrication, Bent Image Labs, Portland, OR (2020)

- Prop construction
- Puppet fabrication
- Hair and fur

Owner, Cactus Legs, Portland, OR (2017 – Present)

- Animator
- Fabricator
- Branding
- Screen Printing

Stop Motion / Set Dresser, [“Nowhere’s Wolf”](#), Suzanne Moulton (2019)

- Prop construction
- Set construction

Co-Founder, Social Media Content Manager, [True North Studios](#), Portland’s art collective, a branch of Magnetic North Studios (2019 – Present)

- Developing a safe community where diversity is embraced and celebrated; promote the power of open communication and freedom of expression about mental health, racial justice, gender equality in the community.
- Graphic design, Kickstarter content, budget and business plan.
- Digital media campaign and social media communications including Instagram, Facebook, Twitter.
- Project management: gallery and retail space start up coordination and development.

Fabrication, Devereaux Architectural Glass, (2013-2015)

- Large scale stained glass fabrication
- Kiln formed glass

Honors, Awards

Scholarship Recipient, Penland School of Craft (2019)

Presidents’ List, Portland Community College (Winter 2019)

“Get Ready” Grant Recipient, Craft Emergency Relief Fund (CERF) (2017)

Research and Creativity Grant, Haystack Mountain School of Craft workshop awarded by California State University Chico (CSUC) (2012)

Honorable Mention, **“From Across the Street”** ceramic exhibition, awarded by artist Roxanne Jackson (2011)

Education and Professional Development

Multimedia Certificate, Hon, Portland Community College, Portland, OR (2020) • Multimedia Design

- Multimedia Design
- 2D Animation
- Stop Motion Animation
- 3D Modeling & Animation, texturing, lighting and rendering

The Rainbow Connection, Glass Summer Session 3, Sayaka Suzuki, Penland School of Craft, Penland North Carolina (06/23/2019 – 07/05/2019)

Claymation with Will Vinton, NW Film Center, Portland OR June (2016)

Earthskin Creative Art Residency, Muriwai, New Zealand (July 2014)

Bachelor of Fine Arts: Sculpture/Glass, Minor: Art History, California State University, Chico, CA (2013)

Resin Casting And Silicone Rubber Mold Making Haystack Mountain School of Craft, Heidi Schwegler, Deer Isle, ME June-July (2012)

Paper Clay Workshop, Rebecca Hutchinson, Chico CA December (2012)

Rube Goldberg Device Workshop, Michael Shiloh, Chico CA (April 2012)

Creative Art Studies, classical drawings and painting, John Del Monte, Lucca Italy (June-July 2009)

Associates Degree in Liberal Arts, Feather River College, Quincy, CA (2008)

Software

- Adobe Creative Suite: Photoshop, Premier Pro, Illustrator, Animate, InDesign, Audition, After Effects, Muse
- Apple iLife Suite: iMovie, iTunes, GarageBand
- Autodesk: Maya, 2018 Arnold Renderer, Fusion 360
- Dragonframe Stop Motion Animation
- Google: Drive, Docs, Sheets
- Microsoft Office Suite: Word, Excel, PowerPoint
- Operating Systems: Apple iOS, Windows, macOS
- Project Management: Slack, Wrike
- Social Media Management: Hootsuite, Sprout
- Social Media: Instagram, Facebook, Pinterest, YouTube, Vimeo
- Video Conferencing and Livestreaming: Google Meet, Zoom, Microsoft Teams
- Website Builders: Squarespace, Weebly, Wix, OtherPeoplsPixels

Hardware & Equipment

- Microphones
- Lighting
- Canon still frame and DSLR

Hobbies

- Gardening/Growing my own food
- Kayaking
- Motorcycle riding
- Making goofy artwork
- Learning about social and economic theories
- Working-Class history nerd
- Fan of cats