



Isabella “Cas” Hancock

UI/UX Designer + 3D Modeler

Undergraduate game design student with training in user experience research, user interface design, graphic design, 3D modeling, visual/motion graphics, and team projects. Collaborative, innovative, and deadline driven.

Experience

Section 127, Indianapolis, IN — *Graphic Design Intern*

SEASONAL | FALL 2020 - SUMMER 2024

Assisted the company with design, location, and product research in a timely manner. Created assets used by NCAA, including stationery and 3D models. Participated in collaborative projects and large-scale installation preparation for events such as Big Ten and Indiana Fever games.

Dunkin', Allisonville, IN — *Team Member*

DECEMBER 2021 - AUGUST 2022

Worked with customers to create a positive experience. Took on leadership positions to train new members and ensure the store was in satisfactory condition.

Hour of Code, Fishers, IN — *Student Teacher*

FALL 2020

Participated in a program to teach elementary school students ages 5-10 the basics of coding in JavaScript.

Education

Savannah College of Art and Design — *Game Development*

SEPTEMBER 2021 - EXPECTED 2025 GRADUATION

BFA in Interactive Design and Game Development
Minor in Game UX

Portfolio Website

<https://dreamsoffalling.github.io/portfolio/>

Skills

Adobe Creative Suite, Microsoft Suite, Maya, Unreal Engine, C++, HTML / CSS, JavaScript

Achievements

2023 Global Game Jam Participant
Awarded “Best Use of Theme”

2024 Entelechy Finalist
Annual Award Show for Game Projects
Savannah College of Art and Design,
“Planet Panic”

Founding Member of
“Women and Queer Voices
in Game Development”
Club
Savannah College of Art and Design,
Fall 2024

Academic Honors
Scholarship
Savannah College of Art and Design,
Fall 2021 - Present

Academic Dean's List
Savannah College of Art and Design,
Multiple Terms

Contact

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