

SwampSnail.art

Game Artist | Storyboard Artist | Illustrator

Abs is a Queensland-based artist who draws vibrant and colourful characters with heart. She is self-motivated and thrives in both team environments and solo projects.

Abs' passion is bringing a project's world to life through visual storytelling.

Education

Bachelor of Animation, Griffith Film School 2021

Awards

Griffith Award for Academic Excellence 2021

Artist Residencies

Screen Queensland Games Residency 2025

Employment

2D concept artist and 3D Modeller, Kaiju Critters 2025

Freelance Storyboard and Digital Artist, Swampsnail Art 2025

Storyboard Artist, Pixel Zoo 2023-2024

Storyboard Artist and Concept Artist, Fika Entertainment 2022-2023

Contact:

abshall.art@gmail.com
www.swampsnail.art

Events

Stallholder, Brisbane Illustration Fair 2025

Stallholder, Kaiga Pop-Up Artist Alley Brisbane 2025

Stallholder, The Burbs Market Brisbane 2025

Project Work

[*DEAD EARS*](#), 2D asset and logo design for SCREAM FOREVER horror game jam 2025

[*ODDSPELL*](#), TTRPG zine for GameZine Jam 2025

[*Our Last Encounter*](#), Micro Visual Novel for MiniJam 174 2024

[*Weird Therapy*](#), Character design, Narrative and Programming on Visual Novel for NaNoRenO 2024

[*Hot As Hell*](#), Graduate Film directed for Griffith Film School 2021

Skills

Storyboarding and 2D animation in ToonBoom Storyboard Pro / Harmony

Digital Art in Clip Studio Paint and Adobe Suite

Video Editing in Davinci Resolve

Programming in Ren'Py

3D Modelling and Texturing in Blender

Synthesizing client and supervisor feedback