

# Adeeb Hawa Concept Artist | Art Director

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## About

Appreciation for the little details and human imperfection is what makes worlds feel alive. Hi, I'm a concept artist and multidisciplinary designer who defines the visual and narrative clues that connect environments, characters, and objects to the worlds they belong. I thrive working under design constraints and translating ideas into production-ready assets that support the needs of a project from early development to final stages of production.

## Skills

- **Concept Art** — Environment, Character, Prop Design, Visual Development, Worldbuilding
- **Production Design** — Research, Iteration, Callout, Documentation, Art Direction, Style Guides, Art Bible, UI, 2D VFX
- **Narrative Design** — Scriptwriting, Cinematics, Dialogue, Branching Narrative Design, Storyboarding
- **Software** — Photoshop, Blender, TVPaint, Illustrator, Premiere Pro, Figma, Twine

## Experience

- Art Director | Graduate Research Assistant, DePaul University** Jan 2026 – Present  
Chicago, IL, USA
  - Leading a multidisciplinary team of 3 to define visual direction and develop a production-focused vertical slice for *Plumage*, an unannounced mobile rhythm game.
  - Establishing an art bible, UI systems, and style guides to ensure visual consistency across production.
- Freelance, Indie Game Development** 2026 – Present
  - **Plumage** - Art Director | *Vertical slice production*
  - **Conqueror: Reign of Madness** - Concept Artist | *Prop, character, environment, map design*
  - **SuperNova** - UI Artist | *Skill tree and main menu UI asset design*
  - **Villagers** - Concept Artist | *Map development and environment design*
- Animator, Messfest - Saturday Morning** Dec 2024 – Jan 2025  
Chicago, IL, USA
  - Produced a 3 minute 2D animated comedy short film "Dandelions".
- Graphic Designer, LearningMate** Jan 2024 – Mar 2024  
Mumbai, India
  - Established a design template and restructured over 30 job hiring documents while following provided brand guidelines.
- Design & Storyboarding (R&D), Chaoswale** Jul 2023 – Oct 2023  
Delhi, India
  - Translated story concepts into scripts, dialogue beats, and storyboard sequences for early-stage animation pitches.
  - Conducted visual R&D on generative tools, developing workflows for rapid previsualization and documenting production constraints.
- Storyboard Artist, Zlen - Micro social network** Jun 2022 – Jun 2022  
Pune, India
  - Created storyboard sequences for a mobile app advertisement for *Zlen*.
- Scriptwriter | Editor, Dancing Atoms** Jan 2022 – Jun 2022  
India
  - Developed and refined 2 feature-length scripts and 3 short film scripts.
- Scriptwriter, Tekie** Feb 2021 – Oct 2021  
India
  - Designed storylines and wrote scripts for 25 episodes of an educational animated series. Contributed towards SEO content writing.

## Education

- Master of Arts (MA) in Animation: Storyboarding and Character Design, DePaul University** 2024 – 2026  
Chicago, IL, USA
  - GRA | Game Design
  - TA | Concept Art
  - Esports Varsity | Rocket League
- Bachelor of Design (B.DES) in Visual Communication Design, National Institute Of Design** 2018 – 2023  
India
  - Chitkhabri newsletter | Documentation and Content Writer
  - Chitrakatha'21 | Content Team Lead

## Curated Projects

### **Small Town Florist** [🔗](#), *The Jam @ GDC 2026*

A cozy flower bouquet making game | Made under 48 hours at GDC 2026 | GGJ Entry [🔗](#)

- Design and implementation of 9 unique fictional flowers.
- Handbook page and element UI design.
- Wrote 200+ lines of unique dialogue tags and requests used interchangeably in-game to simulate unique NPC orders.

### **Mask Hunter** [🔗](#), *Global Game Jam 2026*

A 2.5 D 1v1 boss fight bullet hell game | Made under 48 hours | GGJ Entry [🔗](#)

- Brainstorming, research and concepting to establish world, visual and character design direction.
- Environment design and storytelling for Theatre x Graveyard themed boss arena.
- VFX animation for attacks

### **The Mapmaker's Archive: Unbound** [🔗](#), *Original Worldbuilding IP*

- Lore book documentation and drafting an original novel set in the world of Grii.
- Concept art direction and development of a narrative game using Twine Harlow.
- Linguistics, iconography and visual type design of a fictional language.