Norah Isaac Bishop

Character Artist — Game Art & Production

Atlanta, GA | norahbishop.com | SCAD B.A. Game Development, May 2026

Professional Experience

Contract Character Artist
Zombie Match Brigade (Fair Trade Technologies) | Aug 2024 – Present
- Producing 2D character assets, UI elements, and promotional materials for commercial mobile release
- Designing and iterating on character concepts from rough sketches through final production-ready assets
- Maintaining visual consistency across a large cast of characters with distinct silhouettes and color palettes

SCADpro Character & Environment Artist
Ronald McDonald House | Jan 2026 – Present
- Conceptualizing and modeling virtual character accessories for an interactive children's playspace
- Collaborating with a cross-disciplinary team to deliver assets meeting client brand guidelines

SCADpro Visual Designer
Twilio | Jan – Mar 2025
- Developed character-driven brand concepts and visual direction for enterprise software
- Created illustration systems and color palettes for marketing materials

Notable Projects

OuterTide
Art Director & Co-producer | SCAD Capstone 25/26 | UE 5.5 | Steam June 2026
- Leading art direction for a 14-person team, establishing the visual identity for characters and creatures in an alien ecosystem
- Defining character design language, creature anatomy, and asset pipelines for real-time rendering

Night of the Living Bubble
Character Design & Animation Lead | Global GameJam 2025 | UE 5.4 | Steam Mar 2026
- Designed and modeled 18 unique enemy characters with distinct silhouettes and readable gameplay tells
- Created character turnarounds, texture maps, and production-ready assets in Maya and Substance Painter

Steelheart Redux
Creator, Writer & Illustrator | Ongoing | 200+ pages
- Sole creator of an ongoing sci-fi webcomic: character design, world-building, sequential art, and serialized storytelling
- Designed a cast of 20+ characters with distinct visual identities across 200+ pages of production

Skills

3D Production:	Character & creature modeling, sculpting, retopology, UV mapping, PBR texturing, rigging
2D:	Concept art, character turnarounds, illustration, sequential art, digital painting
Software:	ZBrush, Substance Painter, Maya, Blender, Photoshop, Procreate
Game Engines:	Unreal Engine 5.x (Blueprint), Unity (C#), Godot (C#)

Education

Savannah College of Art and Design (SCAD)
B.A. Game Development | May 2026
- Senior Capstone Project Lead & Art Director
- Concentration in game art, animation, and real-time production pipelines