

Norah Isaac Bishop

Gameplay Animator — Real-Time Animation & Motion

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

Professional Experience

Contract Artist & Animator

Zombie Match Brigade (Fair Trade Technologies) | Aug 2024 – Present

- Producing animated 2D assets and UI elements for a commercial mobile game release
- Creating sprite animations and motion graphics for gameplay and promotional materials

SCADpro Artist

Ronald McDonald House | Jan 2026 – Present

- Conceptualizing and animating virtual accessories for an interactive children's playspace environment
- Delivering animation assets within an Unreal Engine production pipeline

SCADpro Visual Designer

Twilio | Jan – Mar 2025

- Developed animated brand concepts and motion design for enterprise software marketing
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Notable Projects

OuterTide

Art Director, Co-producer & Lead Animator | SCAD Capstone 25/26 | UE 5.5 | Steam June 2026

- Leading animation direction for a 14-person team, defining movement language for player character and alien creatures
- Implementing gameplay-driven animation systems with attention to weight transfer, recovery frames, and physics-based motion
- Building animation blueprints and state machines in Unreal Engine 5.5

Night of the Living Bubble

Animation Lead | Global GameJam 2025 | UE 5.4 | Steam Mar 2026

- Animated 18 unique enemy characters with expressive, gameplay-readable attack patterns and idle behaviors
- Focused on body language and weight to communicate enemy type and threat level at a glance
- Rigged and skinned characters in Maya, implemented animation in Unreal Engine 5.4

Steelheart Redux

Creator & Illustrator | Ongoing | 200+ pages

- Ongoing practice in sequential storytelling, pacing, and expressive character movement across 200+ pages
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Skills

Animation:	Character & creature animation, rigging, skinning, weight painting, animation state machines
3D Production:	Hard-surface & organic modeling, sculpting, retopology, UV mapping, PBR texturing
Software:	Maya, Blender, ZBrush, Substance Painter, Photoshop, Procreate
Game Engines:	Unreal Engine 5.x (Blueprint, animation blueprints, state machines), 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