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Interview with Jeff Hanna Associate Art Director at Kesmai Studios - EA.COM

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by Camilla Beltrami©

Jeff Hanna is Associate Art Director at [Kesmai Studios- EA.COM](#). He is currently working on prototyping 3D work for *Air Warrior IV*, acting as producer for an in house art tool, and helping with the creation of the art assets for Multiplayer *Battletech: 3025*. Jeff has been working at Kesmai Studios since 1995.

What follows is an email interview I conducted with him this week. (August 2000).

GamingPeople: Most gamers would probably kill to be able to work in the game industry. Have you always liked games? What was the first game you played and what is it that you like about playing games?

Jeff Hanna: Ever since my parents gave me an Atari 2600 (circa 1980) I have loved video/computer games. My experience with computer entertainment predates that event by a little bit, though. The first game I played was either *Space Wars* or *Night Driver* (Atari). Both Arcade machines were standing next to each other--I can't remember which one I played first. I like games for a number of reasons. The two largest are the ability to learn a new skill, and using them as a form of play/escapism. I feel that the idea of play is as important to adults as it is to children. Games give me a time to unwind and forget about everyday life worries.



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