



Hannah Hebblethwaite

Remote Capable Scottish Voice Actor

About Hannah

Hannah Hebblethwaite is a Scottish Voice Actor based in Hull in the North of England. She can perform a range of ages from child to senior with a range of accents; including RP, Heightened RP, General British, Yorkshire, General Northern, Cockney, West Country, General American, and, of course, Scottish!

She has loved video games from a young age and was inspired to start voice acting by the amazing performances she heard in them. Hannah can voice a variety of characters to suit your video game or animation; a friendly gnome, a gossiping innkeeper, a bossy guild master, or an evil witch, plus more!

Experience

Production	Role(s)
Farewell North - Video Game	Stranger
Cabernet - Video Game	Nikolina and Extra Voices
Xerxes Shadow - Video Game	Artemisia (also facial capture)
Creatures of War - Video Game	Trudy
Legacy of the Dragonborn - Skyrim Mod	Verna Aldrus
NCRF Inmates - Fallout:NV Mod	Female Common Criminal
Nest of Horrors - Audio Drama	Sarah Paisley (ep. Cold Blood)
Lustrous Wings - Animation	Scorpica and Bella (S2 onwards)
Tritone Blues - Animation	Dawn Adams
Don't Press Play - Animatic	News Reporter

More roles on my [website](#) with some still under NDA

Training

Instructor	Workshop
Chris Borders	From Script to Screen: VA for Video Games
Sarah Nightingale	Introduction to Video Game Voice Acting
Sarah Nightingale	Character Studies
Shaun Mendum	Voice Acting for Video Games
Sarah Nightingale	Private Coaching

Attending more Workshops very soon!

Contact

- www.hannahhebb.me
- hannah@hannahhebb.me
- Hull, UK
willing to travel within UK

Accents

Scottish, RP, Heightened RP, British Northern, Yorkshire, West Country, Cockney, Irish, General American

Studio Specs

- Neumann TLM103 Microphone
- K&M 23956 Popkiller Popshield
- GoXLR Audio Interface
- Shure SRH440A Headphones
- Tenacity (Audacity) DAW
- Snap Studio Vocal Booth
- iPhone 12 Pro Remote PCAP



The VoiceOver Network
Accelerator Program Member
July 2024 - January 2025