

Han Hu

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Objective:

I wish to bring characters to life and tell stories through animation, and to continue expanding my skills as an animator and artist.

Education:

iAnimate.net

Advanced Character Animation Studies, September 2010 to February 2011

AnimationMentor.com

Diploma in Advanced Character Animation Studies, graduated September 2009

The School of Visual Arts

Bachelor's degree of Computer Art, graduated 2007

Work Experience:

Pandapanther Inc, New York NY

Lead Animator: 2010 to present

I'm responsible for overseeing a team of animators and guiding them to achieve the director's vision.

Animator: 2008 to 2009

I'm responsible for the character animation of a variety of character animation driven projects including commercial, broadcast, short film, etc.

Skillset:

3D character animation

Software Proficiency:

Maya, After Effects, Photoshop, Illustrator