

Han Hu

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www.hanimator.com

Objective:

I wish to bring characters to life and tell stories through animation, and to always expand my skills as an artist.

Technical Skills:

Character animation, rigging (Maya)

Work Experience:

Freelance animator at Method Studios, April 2018

Freelance animator at The Mill, February 2018

Freelance animator at Psyop, January 2018

Freelance animator at Aardman Nathan Love, December 2017

Freelance animator at Psyop, September – December 2017

Freelance animator at Method Studios, August 2017

Freelance animator/previsualization artist at Edit One, July 2017

Freelance animator at Zoic Studios, April 2017

Freelance animator at Method Studios, March 2017

Freelance animator at Smoke & Mirrors, February 2017

Freelance animator at Framestore, December 2016 – January 2017

Senior animator at Industrial Light & Magic, February 2016 – May 2016

Freelance animator at various studios, 2012 – 2016

Lead animator/3d generalist at Pandapanther, 2008 – 2012

Software Proficiency:

Maya, Max, After Effects, Photoshop

Education:

iAnimate - 2010 to 2011

Animation Mentor – graduated 2009

The School of Visual Arts – bachelor's degree of computer art, graduated 2007