

# Han Hu

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[www.hanimator.com](http://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 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