

Han Hu

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Objective:

To provide the best and most efficient character animation, previsualization, and rigging services for clients no matter the scale of the project.

Technical Skills:

3D character animation, rigging (Maya), previsualization, 2D cell animation, drawing/sketching, 3D tracking, motion graphics (Maya MASH/C4D)

Work Experience:

Freelance senior animator at Method NY, January 2025
Freelance senior animator at Hornet, December 2024-January 2025
Freelance senior animator at AGBO, September – November 2024
Freelance senior animator at various companies, August 2024 – September 2024
Animation supervisor at Scholar, November 2021 – August 2024
Freelance animator at Scholar, Carbon VFX, Framestore, 2021
Previs artist at Netflix Animation, January – July 2021
Freelance animator at Scholar, Artjail, Psyop, Hornet, 2020.
Freelance animator at Scholar, Psyop, Buck, Framestore, 2019
Freelance animator at the Mill, Method Studios, RG/A, My ActiveDriveway, Aardman NathanLove, FuseFX, 2018
Freelance animator at Framestore, Zoic Studios, Smoke & Mirros, Method Studios, Psyop, Aardman NathanLove, 2017
Senior animator/previs artist 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, C4D, Adobe Animate, After Effects, Photoshop, Nuke, 3D Equalizer

Education:

iAnimate - 2010 to 2011
Animation Mentor – graduated 2009
The School of Visual Arts – bachelor's degree of computer art, graduated 2007