

Johan B Hennius

Designer & Animator

Profile:

Adaptable and enthusiastic designer from a creative studio background. Outcome-focused and experienced in producing design assets whilst liaising with clients to ensure that each project surpasses expectations while sticking to budgets and deadlines.

Extensive knowledge of the design process and great attention to detail with ability to think creatively and solve problems.

Desire to work as part of a team to produce high-quality final deliverables while learning new skills and techniques.

- 5 years' industry experience designing, animating, and managing a variety of projects across construction, education, healthcare.
- 3 years' industry experience designing construction site graphics while overseeing art department.
- Extensive knowledge of Adobe Illustrator, Photoshop, and After Effects.

Core Software:

- Adobe After Effects
- Adobe Illustrator
- Adobe Premier Pro
- Adobe Photoshop
- Clip Studio

Core Skills:

- Illustration
- Graphic design
- Storyboarding & animatics
- Character rigging
- Animation (character & graphics)
- Project management
- Problem solving

Full UK driving licence.

References to be provided upon request.

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Work:

Tree Top Films

Project Manager / Designer

2017 – 2023

- Working with clients and Tree Top's design team to research and develop strategy and project deliverables.
- Overseeing and developing concepts and final design assets with wider team. Working with clients to discuss, review, and amend.
- Collating feedback for the team and ensuring all assets are delivered at a high standard.
- Ensuring that each stage of a project runs smoothly and follows budgets and project timelines.
- Organising and creating project archive system.
- Continuing to learn and develop skills with up-to-date techniques and software.
- Evaluating projects and discussing outtakes with client in order to improve future projects and develop the creative team.

Scafftag

Art Department Supervisor / Graphic Designer

2017 – 2020

- Working with sales and customer service team to develop core requirements for designs to create functional and legible construction site graphics.
- Working with client throughout project to ensure final deliverables are created according to customer's requirements.
- Organising file structure and keeping track of project designs with Excel.
- Training and overseeing junior members of staff to follow correct procedure and adhere to design principles.

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Vitol

Animator / Designer

2021 – Freelance

- Working with the client to develop project plan and final deliverables.
- Researching and understanding brand guidelines to ensure assets are created to match existing brand style.
- Working alongside other freelancers to design initial concepts and final designs for scene and characters.
- Rigging characters.
- Animating scenes and characters.
- Managing other freelancers work to ensure consistency in animation style.
- Ensuring that each stage of the project was reviewed and approved.

Limbic Cinema

Project Manager / Animator

2022 – Freelance

- Working with Limbic Cinema's team to understand project requirements and establish deadlines.
- Research, edit, and animate imagery & graphics with After Effects.
- Continuously managing timeline and ensuring deadlines are met.
- Allowing time for review and amendments.
- Animating, exporting, and delivering animation.

Gambit

Project Manager / Designer / Animator

2022 – Freelance

- Working with client to establish project deliverables.
- Creating storyboard, relevant graphics, and sourcing logos to feature in the animation.
- Allowing time for review and amendments.
- Animating, exporting, and delivering animation.