



HASSAN ZIHMMOU

3D Generalist, Motion Designer,
2D & 3D Animator
zihmmouhassan@gmail.com

LINKS

WebSite: www.hassanzihmmou.com

CAREER OBJECTIVE

I am a CG Generalist with 10 years of experience in 3D and 2D animation, frame-by-frame animation, and motion graphics.

Currently, I am an animator at a production company where I am in charge of animating four episodes of a court animated series.

WORK EXPERIENCE

NEVERSEEN

Production agency | Freelance (Remote)

3D animator and Rigger.

- Animating four episodes of a court animated series.

| Oct 2023 - Present | Morocco

INVESTOR BRANDS

Niche Agency | Full Time (Remote)

Character Rigger and animator

- 3D Character Rigging and Animation using Mocaps and keyFrame animation.

- Rendering in Unreal Engine and Compositing.

| May 2022 - Oct 2023 | United Kingdom

ABWEB

Digital Agency | Full Time (Hybrid)

2D Graphic and Motion Designer.

| June 2018 - May 2022 | Morocco, Casablanca

IMAGE FACTORY

Production & Post Production Agency | Full Time (On-site)

CG GENERALIST, 2D/3D ANIMATOR, VFX COMPOSITOR.

- CG Generalist, 3D animator and compositor on Tv commercials and Series.

- CG Generalist, 3D animator and compositor on Movies.

- 2D flash animator, Logo design, storyboard.

| May 2014 - June 2018 | Morocco, Casablanca

| EDUCATION

INFODESIGN

Bachelor's in Secondary Education in Digital Media Production.

| May 2012 - June 2014 | Casablanca, Morocco

| LANGUAGES

ENGLISH

Conversational

FRENCH

Conversational

ARABIC

Native

| SKILLS

MAYA, Mudbox, Unreal Engine, AfterEffects, Premier, Photoshop, Animate, Illustrator.
Modelling, uv editing, texturing, rigging, 3D animation, Compositing, Rendering, 2D
animation, Frame by Frame animation.