

Robert Hanna

3D Artist - Animator - Producer

Las Vegas, NV - Email: hanna-robert234@gmail.com

3D Artist showreel: <http://www.prevalent.biz/3D>

Motion Graphics showreel: www.prevalent.biz/mg

Authorized to work in the US for any employer

WORK EXPERIENCE

Head of Animation

X Spaces Technologies Inc. - Burbank, CA - May 2015 to Present

Responsibilities

- Managing Producer: Head of development of 3D technologies: OpenGL 3D Engine Platform, Automatic

Speech Recognition (ASR), Natural Language Processing (NLP), Augmented Reality (AR)

- 3D Artist Animator: 3D visual content creator, 3D Modeling, Texturing, Rigging, Animation, VFX

- Feature Film Producer: Story Composition and Development, Manage Writers, 3D Vis Dev, Budget

Skills Used

- 3D Artist Modeler: Mesh Modeling (Organic/Hard Surface), Mudbox to Maya & 3DS Max Workflow, Sculpttris,

ZBrush, Hi to Low Poly, UV Layout Pro, Retopology, TopoGun, Texture Maps with Photoshop & Mudbox:

Normal, Disp, Bump, Specular Maps, nDo2, xNormal, Shader Networks

- CG Generalist: Lighting, Global Illumination, V-Ray, Mental Ray, Virtual Reality, Augmented Reality

Rendering Stereo 360, VFX: Particle & Fluid Dynamics, Rayfire, DMM, Havok Tools, FumeFX, Pflow

- 3D Animator: Expertise with Maya and 3D Studio Max in all forms of Animation: Technical and Character

Animation, Keyframe and Motion Capture, Blendshapes, Lip Sync, Camera, Motion Builder, Quadraped/

Vehicle Animation, MEL/Max Scripting, Unity 3D, UDK, UE4, Blueprint

- Rigger: Biped, Quadraped, Creature, and Vehicle Rigging. FK/IK, Set Driven Key, Paint Skin Weights Tool,

Deformers, Spline IK, Blendshapes, Joint Constraints, Controls, HumanIK

3D Artist 3D Animator Producer

Prevalent Entertainment, Inc - Las Vegas, NV - 2006 to Present

KEY SKILLS

- 3D Artist Modeler: Mesh Modeling (Organic/Hard Surface), Mudbox to Maya & 3DS Max Workflow, ZBrush,

Hi to Low Poly, UV Layout Pro, Retopology, Texture Maps with Photoshop & Mudbox: Normal, Displacement, Bump, Specular, Cavity Maps, Shader Networks, Quixel NDO, DDO, 3DO, Marvelous Designer, Make Human,

MEL/Max Scripting, Unreal Engine 4, Blueprint, Unity 3D

- CG Generalist: Lighting, Global Illumination, V-Ray, Mental Ray, Virtual Reality, Augmented Reality

Rendering Stereo 360, VFX: Particle & Fluid Dynamics, Rayfire, DMM, Havok Tools, FumeFX, Pflow

- 3D Animator: Expertise with Maya and 3D Studio Max in all forms of Animation: Technical and Character

Animation, Keyframe, Motion Capture, Blendshapes, Lip Sync, Camera, Motion Builder

- Rigger: Biped, Quadraped, Creature, Vehicle Rigging. FK/IK, Set Driven Key, Paint Skin Weights Tool,

Deformers, Spline IK, Blendshapes, HumanIK, Maya to Unreal Animation Riggings Toolset (ART)

- 2D Animator: After Effects, Toon Boom Animate Pro, Adobe Edge, Flash, Motion Graphics

- Illustrator: Anatomy and Life Drawing, Photoshop, Illustrator, Character and Set Design.

WORK EXPERIENCE

- Creator/Animator of the CG animated feature films LIFE'S A JUNGLE and THE PRODIGY now in successful worldwide distribution by Phase 4 Films. Managed every facet of production.

- 3D Artist: CG Artistry, 3D Animation, Virtual & Augmented Reality on Marvel's Avengers Station.

- 3D Generalist: 3D Art and Animation at The Third Floor Productions on the film Brilliance & others.

- 3D Generalist: Create Virtual Reality animated films for HoneyVR.com and JAG Global Learning.

- 3D Generalist: Modeling, Texturing Animation of virtual 3D re-enactments for DK Global, Inc.

- Head of Animation: Modeling, animating, rigging for Fotocomics Productions on Previs Animation for the film WHITESHOE. Also 3D Artist on the final CG and VFX shots for the film.

- Technical Multimedia Support Analyst for Sony Pictures and Amblin Entertainment on the blockbuster feature

films: SPIDERMAN2, SPIDERMAN3, and WAR OF THE WORLDS.

- 3D Generalist: 3D Artist, animator and rigger for ZCG, Inc. on their 3D games.

- Senior Rigger for Vicon Studios and Stan Lee Productions on game hero character models.

- UI/UX Developer: 3D Artist for UI and Cinematics for Elixir Bet Limited and Athgo Global, Inc.

- Film and TV Music Producer: 18 year Publishing contract with the Universal Music Group.

Project Manager

Walt Disney Studios - Burbank, CA - 2006 to 2006

- Administer and implement technologies that manage the feature film production pipeline.

- CG Asset tracking and sharing during creation, revision, shot production, and shipment in conjunction with

an overseas studio, from pre-production through post. Assignment Complete.

Animation Technology Specialist

DreamWorks SKG - Glendale, CA - 1997 to 2005

- Animation Technology Specialist for feature films animation and live action divisions.
- Worked on SHREK, SHREK2, MADAGASCAR, SHARK TALE, OVER THE HEDGE and others.
- Provided technical support and training for Animators, Visual Development, Story Illustrators, Layout, Archiving, Story Development, Avid Editorial, Producers, and Directors.
- Expertise with Maya Animation, Rigging, Previs Animatics and CG production workflow.
- Project Management using MS Project, Filemaker Pro, Excel, Powerpoint, Word, Outlook and Visio.
- Setup and operated a Final Cut Pro editing and sound design bay for the Film Music department.

DBA and Technical support

Hughes Research Laboratories - Malibu, CA - 1988 to 1997

- DBA and Technical support for Engineering Department. Engineering Project Management
- Liaison with Graphic Arts Department, Graphic Arts Design and Web Design using Photoshop, QuarkXPress, PageMaker, Premiere, Illustrator, Strata Studio Pro.

Research Development Engineer

UCLA Physics and Engineering Laboratories - Westwood, CA - 1984 to 1987

- Research Development Engineer: Project Manager using thin film deposition of atomic particles in vacuum systems, Plasma Particle Physics, Thermodynamics, Electromagnetism, Acoustics.

EDUCATION

Certificate in Maya, After Effects, AVID

DreamWorks Training - Glendale, CA

1997 to 2002 Bachelor of Science in Physics

UCLA - Los Angeles, CA

AA in Engineering, Engineering Drafting

De Anza College - Cupertino, CA

LINKS

<http://prevalent.biz/3D>

<http://prevalent.biz/mg>

<http://www.prevalent.biz/Physics/>

<http://www.prevalent.biz/rigger>

AWARDS

Dimension Films Screenwriting Award

November 2002

Upstream Productions Screenwriting Award

May 2001

Hollywood 27 Screenplay Competition Award

January 2001

Scarefest Film Festival Visual Design Award

September 2003

CERTIFICATIONS/LICENSES

A+ Certified

October 2000 to Present

GROUPS

ASCAP

August 1992 to Present

BMI

March 2005 to Present

ADDITIONAL INFORMATION

ADDITIONAL SOFTWARE SKILLS

After Effects, V-Ray Virtual Reality Stereo 360 rendering, Domemaster 3D Virtual Reality Rendering,

Unreal Engine 4, Blueprint, Unity 3D, Mecanim, Adobe Edge, Nuke, Fusion, xNormal, Advanced Skeleton,

RealFlow, Particle Illusion, FumeFX, RayFire, AfterBurn, PFlow, Marmoset TB, ProTools, Logic Audio, Reason, Avid, Final Cut Studio with Motion, AutoCAD, Revit, Final Draft, OmniPage Pro, DVD Authoring,

Windows OS, Mac OS, Linux, MEL/Python Scripting, C++, C#, CSS3, HTML5, Javascript, Dreamweaver

HARDWARE SKILLS

Render Farm construction, Networking Systems Administration, PC System construction: Assembly and

Support of CPU, Motherboard, DDR RAM, Hard drives and DVD Burners on IDE or SATA controllers, Open GL

3D PCIe Video Card, RAID installation for AVID. Avid and Final Cut Studio editing bay construction & operation,

FireWire, eSATA setup. ProTools, Logic Audio MIDI production configuration. Audio patch bay hardware setup

with Mic Preamps, audio mixing console, audio outboard effects gear.

OTHER SKILLS AND AFFILIATIONS

Life Drawing, Painting, Digital Video/Still Photography, ASCAP & BMI Performing Rights: Songwriter and Music

Publisher 30 year Membership: Gnomon Workshop Mentor, UCLA Alumni, National Forensic League