

Annie Hanson

Technical Artist

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Project Experience

2D Animator and Character Designer

2019 - Present

Nohra is a 2D side-scroller about a monster escaping from the confines of its laboratory. The game features platforming, dash-attacks, and combating hordes of flying enemies. During this project I:

- Created the design for the flying enemies.
- Hand-animated their idle, attacking, and death movements.
- Illustrated and animated several background monsters in Spine, which further developed the laboratory environment.
- Drew 2D VFX animations for dripping water.

Work Experience

Teacher Assistant

2019

- Helped students learn how to use the Maya software program.

Education

DigiPen Institute of Technology,
Bachelor of Fine Arts and Animation
University of Washington, Seattle
Girls Who Code

2018 - Present

2017 - 2018

2016

GWC is a 7-week long summer program that was hosted by Google in Kirkland. GWC aspires to get more women interested in computer science. During this program I:

- Worked on several individual and group projects, which covered aspects of web development and software development.
- Created my own game using the programming language Scratch, which sparked my interest in games.

Awards

2016 AAUW Award for Technology

AP Scholar with Distinction Award

National Honor Society

Skills

Character Design

Digital Illustration

3D Animation

3D Modeling

Figure Drawing

2D Animation

HTML

Software

Procreate

Adobe Photoshop

Spine

Maya

Arnold Renderer

Computer Graphics

Blender

Adobe Premiere Pro

Adobe Illustrator

TV Paint