

# Geoff Huang

2D and 3D Animator / VFX Compositor



## Profile

Self-motivated 2D animator with a deep passion for visual storytelling and a drive for self improvement. Using self taught skills to develop and refine animated projects.



## Education

2024

↑  
2021

### Bachelor of Media Arts (Animation and Visual Effects)

*University of New South Wales, Sydney, Australia.*

#### Visual Effects:

- Integrated CG elements and matte paintings into live action plates.
- Matched colour and grading between plates.

#### Animation:

- Conceptualised and reworked referenced footage to create 3D animations.
- Independently realised a 2D short film.



## Experiences

2024

### Student Volunteer in the Society for Animation Studies

- Helped out as a student volunteer during the 35th SAS Animating Change event at UNSW.

2021

### Escapee

- A 2D animated short developed in UNSW.
- Featured in the UNSW ILLUMINATE Animation and Moving Image Festival 2023.



## Personal Projects

present

↑  
2020

### 2D Animator

- Independently written, produced and animated 2D animations.
- Composited many sound, visual and edited sequences.



## Achievements

2023

### The Faculty of ADA Dean's List (Undergraduate)

*Awarded for High Academic Performance*



## Contact

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🌐 notgeoffhuang.github.io/website/

📺 youtube.com/watch?v=7\_Ql61U\_fuY

🌐 linkedin.com/in/geoff-huang-560634245



## Skills

- 3D Animation
- 2D Animation
- Compositing
- Editing
- Storyboarding
- Character Concept Art



## Software Skills

- NukeX
- Tahoma2D
- Maya (Animation)
- Photoshop
- Blender
- Premiere Pro