

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:

Escapee

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



Experiences

present

2020



2D Animator on YouTube

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

2021

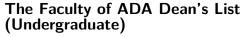


- A 2D animated short developed in UNSW.
- Featured in the UNSW ILLUMINATE Animation and Moving Image Festival 2023.

8

Achievements

2023



Awarded for High Academic Performance

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Contact

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Skills

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



Software Skills

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