

Robert D. Hanna
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EXPERIENCE

Producer/Director/Animator

1995 - present

Prevalent Entertainment, Inc. - Los Angeles, CA

- ✦ Creator/Animator of the CG animated feature film THE PRODIGY now in successful worldwide distribution by Peace Arch Entertainment/Phase 4 Films.
- ✦ Expertise with Maya and 3D Studio Max in all forms of animation: Technical and Character Animation, Lighting, Global Illumination, Modeling, Rigging, Skinning, Texturing, Shader Networks, UV Mapping, Rendering, V-Ray, Mental Ray, MEL Scripting, Kinematics, Terrain and Sky, CS Studio Biped, Endorphin, Motion Builder, Z-Brush to Maya Workflow, Mudbox.
- ✦ Visual Effects: Compositing using Digital Fusion, After Effects, Shake, Combustion, Photoshop.
- ✦ Dynamics: RealFlow, Particle Illusion, nParticle emitters, nCloth, Fur, Hair, Fluid Systems
- ✦ Production Pipeline Development for economically lucrative operations, animation project budgets, previz animatics, script complexity, intellectual property copyrights. Avid & Final Cut Pro Editorial, Render farm setup/control, extensive asset & media management, data archiving.
- ✦ Multimedia Marketing: CMS, SEO, RSS Feeds, Dreamweaver, Flash Animation, Action Scripting.
- ✦ Art Design with Photoshop CS, Painter, Illustrator, QuarkXPress, InDesign, Apple Motion.
- ✦ Music Composition/Production: for Film and Television with Logic Audio, Pro Tools, Reason.
- ✦ Performed technical multimedia support on the blockbuster feature films:
SPIDERMAN2, SPIDERMAN3, and WAR OF THE WORLDS.

Project Manager - 3D Feature Film Animation

2006

Walt Disney Studios - Burbank, CA

- ✦ Administer and implement technologies that manage the feature film production pipeline.
- ✦ CG Asset and Element tracking and sharing from creation, revision, shot production, and shipment in conjunction with an overseas subcontractor, from pre-production through post.

Feature Film Animation and Technology

1997 - 2005

DreamWorks SKG - Glendale, CA

- ✦ Animation Technology Specialist for feature films animation and live action divisions.
- ✦ Worked on SHREK, SHREK2, MADAGASCAR, SHARK TALE, OVER THE HEDGE, & 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, Animatics, Previz and CG production workflow,
- ✦ Project Management using MS Project, Filemaker Pro, Excel, Powerpoint, Word, Outlook.
- ✦ Setup and operated a Final Cut Pro editing and sound design bay for the Film Music department.
- ✦ Coursework at DreamWorks Training in Maya, 3D Studio Max, SoftImage, Avid, Photoshop, Unix, Linux, After Effects, Softimage, V-Ray, Renderman Interface Specification.

Engineering

1988 - 1997

Hughes Research Laboratories - Malibu, CA

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

Engineering and Material Science Research

1984-1987

UCLA Physics and Engineering Laboratories - Westwood, CA

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

EDUCATION

- ✦ UCLA – Los Angeles, CA **Bachelor of Science Degree in Physics**
emphasis: plasma particle physics, thermodynamics, acoustics
- ✦ De Anza College – Cupertino, CA **AA Degree**
emphasis: Engineering, Engineering Drafting

TRAINING

- ✦ Gnomon Workshop – MAYA Animation, Texturing, Rigging, Lighting, Rendering, Dynamics
- ✦ Gnomon Workshop – 3D Studio Max Animation, Rigging, Texturing, Lighting, Rendering
- ✦ Desktop Media Series – 3D Studio Max, Lightwave Animation, Lighting, Modeling, Effects
- ✦ Dreamworks Training – 3D Studio Max, Maya, AVID/Final Cut Pro Editing
- ✦ DreamWorks Training – Windows 2000 Professional MCSE
- ✦ CompTIA – **A+ Certification in Technology: Hardware and Software**
- ✦ DreamWorks Training – After Effects, Shake, SoftImage, Unix, Photoshop

ADDITIONAL SOFTWARE SKILLS

DVD Authoring using DVD Studio Pro, Roxio Easy Media Creator, Nero, Toast, iDVD. Windows XP, NT/2K Server, DOS, Mac OS X, TCP/IP, Unix, Linux, Oracle 9i, SQL, CMS, HTML, FrontPage, Acrobat Writer, Dreamweaver CS, Flash CS, RealFlow, JAVA, Visual Basic, MS Office, Filemaker Pro, FoxPro, ProTools, Logic Audio, Bias Peak, Reason, Cubase Audio, CakeWalk Pro, SoundForge, OmniPage Pro, MS Publisher, PageMaker, AutoCAD, Final Cut Studio with Motion, Movie Magic Budgeting, Final Draft, Symantec and McAfee Antivirus, TechTool, Media Cleaner, Stuffit, Telnet, Fetch, TurboFTP, Quicktime.

HARDWARE SKILLS

Render Farm construction, Systems Administration, PC System construction: Assembly & Support of CPU, Motherboard, DDR RAM, Main/Slave Hard drives and DVD Burners on Primary & Secondary IDE or SATA controllers, Open GL 3D AGP Video Card, RAID installation for AVID. Avid and Final Cut Studio video editing bay construction & operation, FireWire, SATA, eSATA setup. ProTools, Logic Audio MIDI production configuration. Audio patch bay hardwire setup with Mic Preamps, audio mixing console, post audio outboard effects gear, device manager driver installations.

OTHER SKILLS

Digital Video Photography – AG HVX200, Canon DV XL1, Still Photography – Canon Rebel 2000

AFFILIATIONS

ASCAP & BMI Performing Rights: Songwriter/Music Publisher Membership: 1987 – Present, Gnomon Workshop, UCLA Alumni, DreamWorks Alumni, National Forensic League