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email: [rdh@prevalent.biz](mailto:rdh@prevalent.biz)  
3D Artist showreel: [www.prevalent.biz/3D](http://www.prevalent.biz/3D)  
3D Physics showreel: [www.prevalent.biz/Physics](http://www.prevalent.biz/Physics)  
Rigger showreel: [www.prevalent.biz/rigger](http://www.prevalent.biz/rigger)

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## 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, Substance Painter, Marvelous Designer, Make Human, 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 Anim 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

### **Head of Animation Production**

2015 - present

X Spaces Technologies, Inc. - Burbank, CA

- ✚ 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

### **3D Artist/Producer**

2006 - present

Prevalent Entertainment, Inc. - Los Angeles, CA

- ✚ 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 Universal Pictures 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 - 3D Feature Film Animation**

2006

Walt Disney Studios - Burbank, CA

- ✚ 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.

## **Feature Film Animation and Technology Specialist**

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, Rigging, Previs Animatics and CG production workflow
- ✚ Setup and operated a Final Cut Pro editing and sound design bay for the Film Music department.

## **Engineering**

1988 - 1997

Hughes Research Laboratories - Malibu, CA

- ✚ DBA, Technical Admin for Engineering Dept, Project Management, Manpower Analysis & Planning.
- ✚ Liaison with Graphic Arts Department, Graphic Arts Design and Web Design using Photoshop, QuarkXPress, PageMaker, Premiere, Illustrator, Strata Studio Pro. Software Development, UI/UX.

## **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: optics, particle physics, acoustics, thermodynamics**
- ✚ De Anza College - Cupertino, CA **AA Degree**  
**emphasis: Engineering, Engineering Drafting**

## **TRAINING**

- ✚ Gnomon Workshop - MAYA and 3DS Max, Modeling, Rigging, Lighting, Rendering, Dynamics
- ✚ CG Academy - MAYA and 3DS Max, Animation, Lighting, Modeling, Rendering, VFX,
- ✚ Dreamworks Training - Maya, After Effects, Unix, Photoshop, AVID/Final Cut Pro Editing, Nuke
- ✚ CompTIA - **A+ Certification in Technology: Hardware and Software**

## **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 and maintenance, Network Sys Admin. PC System Construction/Support: CPU, Motherboard, RAM, Drives, DVD Burners, PCI Video Cards, RAID, Avid/Final Cut Pro/ProTools Buildout

## **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