

GEORGE OLIVER HANEY
3D Generalist / Modeler / Animator

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EDUCATION

Ringling College of Art & Design, Sarasota, FL
B.F.A. May 2013
Major: Computer Animation

Middlesex Community College, Middletown, CT
A.S. June 2009
Major: Multimedia & Digital Arts

WORK EXPERIENCE / COMMUNICATIONS

3D Game Artist, Storm8 Studios Redwood City, CA. Sept 2013 - Feb 2017

- **Designed, Modeled, Textured, Rigged and Animated** 3D characters and assets for games on iOS & Android.
- **Optimized, Prepared and Delivered** game ready assets to Unity's mobile game engine platform.
- **Communicated Effectively** with teams to produce time sensitive content that met artistic and technical goals.
- **Adapted** cross-disciplinary skillsets for various game titles, styles, and tasks.
- **Collaborated** with Leads to find creative solutions that pushed artistic direction.
- Worked on game titles such as Farm Story 2, Restaurant Story 2, Castle Story, Bakery Story 2, Fantasy Forest, and Dream City: Metropolis.

Freelance 3D Generalist, JibJab Media Inc. Venice, CA. Nov 2013

- **Modeled and Textured** assets for a Christmas eCard.
- Communicated effectively with Lead Director and delivered assets under tight time restrictions.

Freelance 3D Generalist, JibJab Media Inc. Venice, CA. Jul 2013

- **Conceptualized, Modeled, Surfaced, and Lit** background environments for a Halloween eCard.
- **Matched CG Layouts** to live-action footage and organized renderlayers for post production composite.
- Communicated effectively with Lead Director to actualize concepts and troubleshoot technical issues.

ANIMATION / MODELING EXPERIENCE

Computer Animator, Ringling College of Art & Design, Sarasota FL. 2010 - 2013

As part of an advanced course, produced an animated short film demonstrating weight, force, and character emotion:

- **Planned** animations with thumbnails and animatics.
- **Designed** characters, props and environments.
- **Animated** characters in full body poses, making effective use of exaggeration, video reference and critique, as well as knowledge acquired through an acting studio workshop at Florida Studio Theatre, Sarasota, FL.
- **Lip-Synced** and voiced character dialogues, utilizing video reference and exaggeration of poses.

CG Modeler, Ringling College of Art & Design, Sarasota FL. 2010 - 2013

As part of an advanced course, modeled characters, props and environments for an animated short film:

- **Modeled** characters with proper topology for deformation and made effective use of economic topology.
- **Rigged** facial meshes through the use of blendshapes, capturing a wide range of emotion and flexibility.
- **Textured** and UV mapped all models.

ART & COMPUTER SKILLS / TECHNIQUES

Computer Experience:

- Proficient in Autodesk Maya, including, but not limited to, animation, modeling, texturing, and lighting.
- Advanced knowledge of Adobe Creative Suite, including Photoshop, Illustrator, and Flash.
- Working knowledge of Unity, Zbrush, UV Layout, 3D Coat, and Mental Ray.

Traditional Experience:

- Understanding of human anatomy and mechanics; skilled in expressive representational and nonrepresentational drawing.