

# Hans Tsai

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## EXPERIENCE

**Walt Disney Animation Studios** | Vancouver, BC

**(04. 2023 – present)**

Layout Artist

- Working on Feature Animation film *Moana 2* (2024). *Zootopia 2* (2025). Create camera animation, staging layout, key frame animation, lighting and temporary FX to achieve the professional art of cinematography shot sequence.

**Industrial Light & Magic** | Vancouver, BC (Toronto, ON Remote)

**(04. 2022 – 04. 2023)**

Senior Previs Artist

- Working on Feature Animation film *UltraMan: Rising* (2024). Create camera animation, staging layout, key frame animation, lighting and temporary FX to achieve the professional art of cinematography shot sequence.

**DNEG** | Toronto, ON

**(09. 2021 – 04. 2022)**

Senior Rough Layout Artist

- Working on Feature Animation film *Nimona* (2023). Create camera animation, staging layout, key frame animation, lighting and temporary FX to achieve the professional art of cinematography shot sequence.

**Tangent Animation** | Toronto, ON

**(12. 2019 – 08. 2021)**

Layout Artist

- Working on Netflix Animation streaming show *Maya and the Three* (2021), *The Monkey King* (2023). Create camera animation, staging layout, key frame animation, lighting and temporary FX to achieve the professional art of cinematography shot sequence.

**MPC** | Montreal, QC

**(05. 2019 – 11. 2019)**

Layout Artist

- Working on feature film *Godzilla vs. Kong* (2021). Create CG camera animation based on Previs. Follow pipeline and workflow standards setup and maintained by the Layout department.

**Base FX** | Xiamen, China

**(10. 2018 – 04. 2019)**

Rough Layout Artist (As lead for 3 sequences)

- Working on feature animation film *Wish Dragon* (2021). Create camera animation, staging layout, key frame animation and VFX to achieve the professional art of cinematography shot sequence.

**Halon Entertainment** | Los Angeles, CA

**(03. 2018 – 06. 2018)**

3D Previs Artist

- Working on feature film *Call of the Wild* (2019). Render by Unreal engine. Create camera animation, staging layout. Combine key frame animation and mocap. Create lighting to achieve the professional art of cinematography shot sequence.

**Sunnyboy Entertainment** | Los Angeles, CA

**(10. 2017 – 11. 2017)**

VR 3D freelance Animator

- Working on VR game of feature movie: *IT: Escape from Pennywise VR*. 3D character and props animation.

**The Third Floor** | Los Angeles, CA

**(02. 2017 – 02. 2018)**

3D Previs Artist and Postvis Artist

- Working on feature films *Godzilla: King of the Monsters* (2019), *Pokémon Detective Pikachu* (2019), *Deadpool 2* and *Sea to Stars*; USA Navy commercial. Create camera animation, staging layout, key frame animation and lighting, FX to achieve the professional art of cinematography shot sequence.

**Apple** | Cupertino, CA (11. 2016 – 01. 2017)  
Data Labeling Contractor  
- Support engineer team to label and annotate the image data. Create facial tracking data in image sequence and 3D environment.

**XYZ Graphics** | San Francisco, CA (08. 2016 – 10. 2016)  
Freelance, 3D Animator/ Camera layout / Rigging  
- Create 3D animation layout, rigging and camera animation for client's Mitsubishi Outlander car commercial.

**2K Games, Visual Concepts** | Novato, CA (03. 2016 – 07. 2016)  
3D Facial Animator  
- Working on cinematic facial animation of *NBA 2K17* project. Create motion tracking data and polish animation in Maya.

**Lightstream Animation Studios** | Petaluma, CA (09. 2015 – 11. 2015)  
3D Character Animator  
- Working on feature film *The King's Daughter*. Key frame animation, animate female mermaid in CG feature film.

*KNOB*, 3D Animated Short Film  
**Academy of Art University** | San Francisco, CA (12. 2013 – 05. 2015)  
- Director/ Animator/ Concept Artist/ Character Designer/ Storyboard Artist

## SKILLS

Autodesk Maya / Adobe Photoshop / Adobe Illustrator / Adobe Premiere /  
Adobe After Effects / PFTrack / Faceware Analyzer / Autodesk MotionBuilder / Shotgun

## EDUCATION

**Academy of Art University**  
MFA, Animation & VFX | San Francisco, CA (2012 – 2015)

**Tzu Chi University**  
Bachelor in Science, Nursing | Hualien, Taiwan (2003 – 2007)

## AWARDS ( 3D Short Film *KNOB* )

**Gold Remi Award**, WorldFest-Houston International Film Festival, 2016  
**Honorable Mention**, USA Film Festival, 2016  
**Award of Excellence**: Animation, The Accolade Global Film Competition, 2016  
**Best Animated Short Film**, Media Awards, Academy of Art University, 2016  
**1<sup>st</sup> place, 3D Short Film**, Spring Awards, Academy of Art University, 2016  
**Nominated**, Short Shorts Film Festival & ASIA, 2016  
**Best Student Film**, Crystal Palace Film Festival, 2016  
**Best Student Animated Short Film**, Animation Chico Film Festival, 2016  
**Official Selection**, HollyShorts film Festival, 2016  
**Official Selection**, LA Comedy Festival, 2016  
**Official Selection**, Dam Short Film Festival 2017