

Hans Tsai

| hanstsai.com | hanstsai@gmail.com |

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

1st 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