HANNAH BARNES

WORK EXPERIENCE

Arsenal Creative

Santa Monica, CA

Flame / Compositing Assist

Conforming footage for VFX work, coordinating shot distribution and IO operations, creating basic composites including paint and roto work, archiving and media management in Flame. Also tasked with the creation of motion graphics.

July 2020 - Present

Electric Theatre Collective

Santa Monica, CA

DMC / Creative Assist

Prepping footage and elements for VFX work and Color Grading, digital media management, overseeing deliverables including slating, quality assurance, and encoding to match broadcast specs. Other tasks include versioning and exporting media from Flame, creating creative decks, and logo and motion graphics animation.

June 2019- July 2020

Production Assistant / Runner

Office coordination and client services tasks include: client interface, office stocking and upkeep, tracking company expenses. Excelled in a fast-paced project environment which is heavily reliant on teamwork, communication, pre-planning, and flawless execution.

January 2018- June 2019

Hilton Head Island Photography Inc.

Hilton Head, SC

Photo Editor / Retoucher

Tasks included retouching and color corrections on photos and assisting photographers on location shoots with later promotion to photographer

June 2016-September 2017

EDUCATION

Gnomon School of Visual Effects,

Individual Courses

Los Angeles, CA

Courses Inclued: The Art of Nuke Compositing, Digital Matte Painting July 2019 - September 2020

Savannah College of Art and Design,

Bachelor of Fine Arts in 3D Animation

Graduated Magna Cum Laude, GPA 3.73, June 2016 Savannah, GA

Courses Include: 3D character rigging and animation, Screen Design, Experimental Animation. Minor received in Art History

PROJECTS AND AWARDS

Adidas x Footlocker

March 2020 - Out of Home content creation

Dubai Tourism - 'A Story Takes Flight' February 2020 - 2D Artist

Instagram France - 'Coeur Sur Toi' September 2019 - 2D Animation

LA LGBT Center - 'Forward for 50'

October 2018 - Designer

Kyon, GDC 2017 Award winning game February 2017 - 3D Animator

Lacoste, France - SCAD Open Studio

August 2014 - Fine art exhibitionist