

emily hanning

design, story, animation

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EDUCATION

The Animation Workshop Character Animation BA | [expected graduation January 2023](#)

The Drawing Academy 5 month intensive classical drawing course | [2018](#)

EXPERIENCE

Internship *Ouros Animation* | [2022 - 2023](#)

- ★ Pitched “Beanboy” project at Cartoon Springboard
- ★ Designed characters for game and TV series projects
- ★ Writer for scripts and pitch bibles

Director “*Beanboy*” 2D TV series pilot and pitch bible | [2021 - 2022](#)

- ★ Created and pitched the Beanboy concept to a large audience
- ★ Directed the project from visual style and story, to sound design and voice acting
- ★ Animating, storyboarding, layouts, character design, merchandise-making and more

Character Designer, 3D Animator “*Sharing Colors*” 3D commercial for NGO client | [2021](#)

- ★ Designed characters for a 3D pipeline and animated
- ★ Collaborated with team to develop the visual style
- ★ Consulted with clients on story and visual development

Character Designer, 2D Animator “*What’s That Animal*” 2D short film | [2020](#)

- ★ Designed and animated characters for a 2D pipeline
- ★ Collaborated with team to develop the visual style
- ★ Revised and helped create the script and storyboard with team
- ★ Developed the animation compositing technique

SOFTWARE

Adobe Photoshop
TVPaint
Autodesk Maya
Adobe Premiere
Adobe After Effects
Toonboom Harmony
MSPaint ;)

LANGUAGES

English ★★★★★
German ★★★★★
French ★★★★★
Turkish ★

OTHER EXPERIENCE

- Illustrator for various zines 
- Dishwasher at Italian restaurant 
- Janitor at local animation office 