

Jinchao Han (Jin)

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EDUCATION

Master of Entertainment Technology, Entertainment Technology Center, Carnegie Mellon University. Aug 2016 - May 2018

Master of Creative Media, RMIT University. Melbourne Australia. Feb 2010-Aug 2011

Bachelor of Animation & Interactive Media. Melbourne Australia. Feb 2007-Aug 2009.

SKILLS

Software: Maya, Adobe After Effects, Unity 3D, Quixel, substance, Mudbox, speed-tree

Advanced Courses: Character rig and animation; visual effects; V-ray rendering and VR 360 animation; lighting (game engine and 3D software); game-play programming in unity 3D.

EXPERIENCE

Director, Nine Sons of a Dragon, China, 2016

- Directed and created the 5-minute VR animation film, which is about ancient Chinese dragon legendary.
- Obtained the investment from a local Chinese media company and this film been showed in Hong Kong Sundance film festival 2016.
- Designed and implemented the VR post-effect in AE and V-ray cloud rendering pipeline

Television director, Beijing Television Station, China, 2012-2016

- Specialized in video production and visual design
- Designed and organized major online campaigns for television audience and reached out to more than 100,000 audience
- Created HTML5 and flash game for TV program promotion

Animator, Beijing Huadano Technology Company, China, 2011-2012

- Produced commercial videos and multimedia projects for real-estate companies.
- Specialized in hologram display and projection mapping.

Freelancer and Independent Game Developer, Australia, 2010-2016

- Worked on cross disciplinary projects including graphic design, commercial video, MTV, game trailer, conference opening animation and motion graphic for stage design.
- Individual game project, such as interactive book on iPad, 2D platform game

PROJECTS

Location based game project-Kaiju Master, Entertainment Technology Center, 2017

- Worked with Legendary Entertainment to develop a location-based game with GPS API.
- Created art assets, such as the pixelated map of the CMU main campus.
- Created the game prototype which user uses mobile microphone as the game control input to destroy target displayed on the phone

Game - Waves of life, Spring 2017

- Awarded the Aesthetic Excellence Award from Global Game Jam 2017.
- Created art assets and game designer.
- Released the game on Android and iOS market and attracted more than 50,000 downloads.

Building Virtual World, Entertainment Technology Center, Fall 2016

- Designed and created 3D assets for VR games on Oculus Rift and HTC Vive.
- Experimented with baked GI lighting in Unity
- Wrote special effects shaders such as particle system and culling mask shader.

School Animation Project, RMIT Spring 2011

- Created a animation that integrated both 2D and 3D space
- Researched on animation principles such as anticipation, squash, starch and secondary animation.
- Designed the cinematic element for the animation (composition, atmosphere, film structure, etc.)