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EDUCATION

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

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

Bachelor of Animation & Interactive Media. Melbourne Australia. Aug 2009

SKILLS

Software: Maya, Adobe After Effects, Unity 3D, Quixel, Substance painter, Mudbox, Speed -tree

Advanced Skills: Real time animation; Visual effects; V-ray rendering; VR 360 animation; Light baking (game engine and 3D software); game -play programming in unity 3D; Technical Art(Rigging/Particle effect)

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 the film been showed in Hong Kong Sundance film festival
- 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

Academic

Location based game project-Kaiju Master, Entertainment Technology Center, Spring 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 uses mobile as the game control input to destroy target building

Game - Waves of life,Game Jam, 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.)