

3D Generalist and Compositor with a wide range of skills in various disciplines including; Compositing, Matchmoving and Integration, Hard Surface Modeling, Sculpting, Texturing, Lighting, and Look Development. Adept in creating CG/Live action pieces using 3D and 2D elements, with a very good eye for composition, lighting, form, and animation.

Software Skills

Advanced: Autodesk Maya, V-ray, Shotgrid, Substance Painter, PFTrack, Nuke, After Effects, Photoshop, Adobe Premiere.

Intermediate: Blender, ZBrush, Mari, Mocha, Arnold, Unreal Engine, Gaea, SpeedTree, Yeti (Maya).

Digital Skills

Hard Surface Modeling, Sculpting, Texturing, Lighting, Rendering, Compositing, and Look Development.

Motion Graphics (After Effects) and Animation (3D)

Videography, Film Editing and sound design

Compositing in Nuke (and Ae), including; Matchmoving and Integration of 3D assets in 2D footage. Line ups, Chroma Keying, 2D tracking (stabilization and matchmoving), 2D elements integration, Monitor burns and screen replacements, paint clean ups.

2D Concepting and Digital Painting

Work Experience

3D Modeling Instructor | Part-time | Vivid Imagination Inc | September 2024 - Current

- Teaching Modeling, texturing, and lighting techniques using Blender to students (4th-8th grade).
- Created my own personal project in Blender to share with the students prior to starting classes.
- Actively learning VFX and Simulation courses in Blender to build on my 3D Generalist skills.

Project Work + Freelance | April 2024 - Jul 2025

- Created my **personal project** (Short film Part II).
- Created my **personal website** (www.hannartwork.com).
- Created a **short film** for St Mary & St George Coptic Orthodox Church in Staten Island, NY (using Nuke for chroma keying, integration and compositing, Unreal Engine, Adobe Ae and Pr) (April - May 2024).

3D Generalist | Full-time | Sub Angstrom LLC | Brooklyn, NY | Sep 2023 - March 2024

Created 3D and 2D digital pieces for marketing using Maya (Modeling, texturing and rendering), Nuke, Ps and Ae, including;

- Promotional and Instructional product renders (3D + Motion Graphics).
- Client directed posts for products and discounts.
- Products' catalogue.

Junior Compositor | Apprenticeship | Fuse FX | Manhattan, NY | June 2023 - Sep 2023

Worked on a feature and 3 TV Series performing compositing tasks (using Nuke, shotgrid) including:

Line ups, Chroma Keying, 2D tracking (stabilization and matchmoving), 2D elements integration, Monitor burns, screen replacements, and paint clean ups.

Videographer and Video Editor | Freelance | Los Angeles, CA | 2023

Directed, filmed and edited **two choir videos** for St Mark Coptic Orthodox Church in LA, one of which got aired on TV.

Painter and Traditional Artist (Iconographer) | Freelance | 2018 - Current

Painted Coptic Icons (Tempera and Natural Oxides)

for Art in Heaven's annual Exhibition at St George and St. Shenouda Church in NJ (March 2024, March 2025), and at St Barsoum El-Erian Monastery in Egypt (2019).

Education

Gnomon - School of Visual Effects, Games and Animation | Hollywood | Los Angeles - CA (2020-2023)

Class of 2023 - Bachelor's Degree in Fine Arts in Digital Production, 3D Generalist (Film) Major.

Nayzak School of Animation | Cairo | Egypt (2019)

Motion Graphics Diploma (2D - Adobe After Effects)

-Created animated GIFs using Illustrator and Adobe AE, animating objects and characters (using Duik plugin).

Faculty of Pharmacy Cairo University (2017-2019)

Finished 2 years in the Bachelor's curriculum before moving to the USA in my third year.

Awards & Achievements

Gnomon Best of Term - Winter 2023 for **Hard Surface / Character**

Created for (Demo Reel) class instructed by (Miguel Ortega, Tran Ma, Jackson lukas) using Maya, Zbrush, Yeti, Painter, Mari, Nuke.

Gnomon Best of Term - Summer 2022 for **Scene / Animation**

This piece is a collab with artist Berkeley Braun created in our (Look Development) class, instructed by (Miguel Ortega) using; Maya, Substance Painter, Vray, Gaea, and Nuke.

Rookie of The Year - VFX

Won Rookie of the Year for VFX category for 2022 (by People's choice).

Gnomon Best of Term - Grand Prize - Winter 2022 for **VFX**

Compositing

Created in my (Matchmoving and Integration) class instructed by (Stephen McClure), using; Maya, Vray, PFtrack, Nuke, and After Effects.

Gnomon Best of Term - Spring 2021 for **Texturing**

Created in my (Texturing and Shading 2) class instructed by (Tran Ma), using; Maya, Vray, Substance Painter, and Photoshop.

Gnomon's scholarship for Artistic Excellence

Received Gnomon's highest scholarship for Artistic Excellence upon admission for the BFA program.