

# Hanzhen Gao

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## ANIMATOR | 3D ARTIST | GAME ART & ANIMATION

Animation and visual effects graduate with experience in 2D and 3D character animation, stylised motion, visual storytelling, and real-time production. Skilled in Maya, Blender, Unreal Engine, After Effects, and Nuke, with a strong interest in character performance, timing, body mechanics, and expressive stylised animation. Experienced in producing short-form animated projects from concept and blocking through to final animation, lighting, compositing, and delivery.

### SKILLS

Character Animation  
3D Animation  
Body Mechanics  
Blocking and Polish  
Stylised Motion  
3D Modelling  
Basic Rigging  
Real-time 3D Environment  
Compositing

### SOFTWARE

Maya  
Blender  
Unreal Engine  
After Effects  
Nuke  
Substance Painter  
Photoshop  
Premiere Pro  
Aseprite

### EDUCATION

UNIVERSITY OF NEW SOUTH  
WALES (UNSW)  
*Master of Animation and Visual  
Effects*  
2023–2026  
Sydney, Australia

UNIVERSITY OF NEW SOUTH  
WALES (UNSW)  
*Bachelor of Media Arts*  
2020–2023  
Sydney, Australia

### RELEVANT EXPERIENCE

#### Project RPM - Stylised Animation Short

*Animator / 3D Animation / Visual Storytelling | UNSW Graduate Project | 2025*

- Animated character movement and shot transitions across pixel, hand-drawn inspired and 3D sequences, focusing on pose clarity, timing, rhythm and readable silhouettes.
- Developed 3D animated sequences in Blender from blocking through polish, refining body mechanics, staging, camera movement and motion continuity.
- Explored frame rate as a narrative device while maintaining clear emotional beats and audience readability across multiple animation styles.
- Integrated animation, lighting, compositing and editing in After Effects to deliver a cohesive final short.

#### Character Animation Showreel - Body Mechanics & Performance Shots

*3D Character Animation / Acting / Polish | Personal Showreel | 2026*

- Created action and acting shots focused on line of action, weight shifts, COG movement, contact, overlap, body connection and expressive eye direction.
- Iterated shots through feedback-based polish, improving spacing, contact points, IK/FK arm shapes, chest and shoulder support, and eye-dart timing.
- Presented a range of stylised character work while placing the strongest action shot first to communicate animation ability quickly.

#### Rush Hour - Hybrid 2D/3D Animation Short

*2D Animation / Timing / Team Project | UNSW Industry Studio Project | 2024*

- Planned and animated the full 2D section, including exposure sheet planning, key poses, rough animation, clean-up and timing revisions.
- Proposed and refined the transition from 3D train sequences into 2D animation to maintain visual continuity and audience readability.
- Revised timing and spacing based on feedback to improve staging, rhythm, visual clarity and story flow.