



Hans Seaz

Background & Concept Development Artist

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Education

B.F.A in Animation
2018 - 2022

Savannah College
of Art and Design

Storyboarding and
Concept Development

Skills

Visual Development
Background Design
Prop Design
Character Design
Storyboarding
Bilingual
English
Spanish

Software

Adobe Suite
Photoshop
Illustrator
Toonboom
Harmony Premium
Storyboard Pro
Clip Studio Paint
Zoom

Experience

Harold and the Purple Crayon - Bent Image Lab **May - Jul 2023**

Lighting Artist

- Lit several scenes for a 2D animated sequence using Nuke

Untitled Video Game - Moonbolt Studios **Sept 2022**

Concept Artist

- Created dystopian/cyberpunk environmental design for their upcoming videogame

Tavla - SCAD Collaborative Project **Jun 2021 - jun 2022**

Background Supervisor, Concept Artist, Composer

- Visualized various prop and building designs
- Supervised background artists with respect to weekly assignments
- Painted production backgrounds in accordance to assigned style
- Ensured Director notes/revisions are being followed throughout production
- Prepared backgrounds for compositing
- Composited 2D animated shots

The Pope's Dog - SCAD Animation Studios **Jun - Oct 2021**

Clean up Animator, Lighting Artist

- Lined, flat colored, and masked rough animation
- Lit several scenes using Nuke

Scheduled Programming - SCAD Collaborative Project **Mar - May 2021**

Character Artist, Background Artist

- Fully developed Bigfoot character through character sheets and concept art
- Lined and painted 2D backgrounds