

Hanna Brady

3D Character & Creature Animator

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PROFESSIONAL SUMMARY

3D Animator trained at Hollywood Animation Academy with verified, director-supervised production credits on recognizable IP. All reel work was completed inside a professional studio pipeline with weekly director check-ins, iterative shot revisions, and structured feedback cycles. All work was supervised under two active Hollywood directors with credits at Warner Bros., Activision, Disney, Marvel, and DreamWorks. Skilled in character animation, creature animation, body mechanics, lip sync, facial performance, and previs. Proficient in Autodesk Maya, Unreal Engine, and Premiere Pro.

DIRECTOR-SUPERVISED REEL CREDITS

All work produced within a studio-modeled pipeline at Hollywood Animation Academy, with weekly director check-ins and iterative feedback on every shot.

Teenage Mutant Ninja Turtles Parkour Sequence

Directed by Gavin Dell | Warner Bros. | Activision | Disney

- Choreographed full-body parkour animation demonstrating advanced body mechanics and momentum through a multi-beat action sequence.
- Applied all 12 Principles of Animation across fast-paced character movement.
- Iterated through multiple rounds of director feedback within a weekly check-in pipeline to reach a final polished result.

Dragon's Lair Animated Sequence

Directed by Gavin Dell | Warner Bros. | Activision | Disney

- Animated a hero character and creature in a dramatic encounter, balancing character performance with creature physicality.
- Demonstrated ability to follow a director's creative vision and pipeline conventions through structured revision cycles.
- Combined character animation and creature animation within a single cohesive shot sequence.

Buzz Lightyear Character Performance

Directed by Kyle Jefferson | Marvel Previs Head | DreamWorks Lead 3D Animator

- Delivered nuanced lip sync and facial performance animation on an iconic character, matching dialogue timing precisely.
- Focused on emotional subtext and eye performance to elevate the shot beyond mechanical sync.
- Received direction from Kyle Jefferson on performance choices, timing, and screen presence.

Legend of Zelda: Link vs. Executioner Combat Sequence

Directed by Gavin Dell | Warner Bros. | Activision | Disney

- Animated a two-character combat sequence combining parkour, body mechanics, and creature movement.
- Designed and executed weight, impact, and reaction across both hero and antagonist for a physically convincing fight.
- Demonstrated range across locomotion styles, integrating acrobatic movement with heavy creature physicality in one sequence.

EDUCATION

2 Year Animation Certificate | Hollywood Animation Academy | Graduated 2026

- Studio-modeled curriculum with all major work supervised by active Hollywood directors Gavin Dell and Kyle Jefferson.

Demo reel available upon request.