

ABDUL HANNAN

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OBJECTIVE

To stay challenged and keep inspired. To learn as much as I can.

EXPERIENCE

April 2007 – Date Trango Interactive Islamabad

Character Animator

- 3D character Animation
- 3D Character Rigging

Sep 2006 – April 2007 Rockville technologies Islamabad

2D Animator

- Flash based animated contents for Ufone, Telenor, Warid
- 2D character designing and animations for Cell phones.
- Websites, web portals and portals for cell phone desinging.

May 2004 – July 2006 Advanced Communications Islamabad

Lead CG Artist

- 3d character modeling and animation
- Aesthetic direction, and implementation of creative Projects.
- Creative problem solving.

May 2003 – May 2004 VisualSoft (Pvt.)Ltd. Rawalpindi

Graphics Designer

- Website designing and Development.
- Software Interface and icons designing.
- Designing for Print media.

Nov 2002 – May 2003 SoftwareSoft Islamabad

Multimedia Designer

- Computer based simulation of F-16 Aircraft.
- 3D modeling of F-16. Aircraft parts
- Website designing.

April 2002 – Nov 2003 IT Promoters Islamabad
Graphics Designer

- Website Designing.
- UI Designing for Applications
- Coding in ASP and VB 6.

Sep 2001 – Feb 2002 ESOLPK Islamabad
Graphics Designer

Worked as junior graphics designer

EDUCATION

2000 - 2004 **The University of Lahore** Islamabad

- 4 years BS in Software Engineering

SKILLS

Adobe

Photoshop, Image Ready, After Effects, Premier

Flash, Dreamweaver, Fireworks, Director (Basic)

3D Graphics and Animation

Discreet 3D studio max, Discreet Character Studio, Discreet Maya, Softimage XSI

2D Character Animation

ToonBoom Studio, LostMarble Moho (Basic)

Programming Languages

Visual Basic, ASP, SQL, Flash ActionScript, HTML, CSS, JavaScript

SPECIAL SKILLS

- Strong Background in graphics designing for web and Print media includes almost 5 years of working experience in registered software houses.
- Superior working knowledge in 3d graphics, proven ability to complete task in record time.
- Good working knowledge of 2d,3d character animation and mixing 2d and 3d graphics to get output having nice and catchy effects.
- Working knowledge of mixing computer generated scenes with real

videos using Blue screen editing and advanced camera matching and tracking techniques.