

Anna Eleni Hatzopoulos

3D ANIMATOR, ARTIST AND DIRECTOR

hianna.com

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[@hiannaproductions](https://www.instagram.com/hiannaproductions)

Pleasanton, CA

SOFTWARE

- AutoDesk Maya
- Arnold Renderer
- Cinema 4D
- Zbrush
- Premiere Pro
- After Effects
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe Acrobat Pro

TECHNICAL SKILLS

- Low and high poly modeling
- 3D animation skills
- Character concepts
- Environmental Layout
- Post-production
- Texturing
- Rigging
- UV mapping
- Rendering
- Storyboarding
- HTML
- JavaScript

AWARDS

- Faculty Emeritus Scholarship 2020-2021
- Kate V. & Harry W. Davies Memorial Scholarship 2020-2021
- Creative Achievement Award 2018-2021
- Laurel Scheinman Scholarship in Fine Arts 2019-2020
- Faculty Emeritus Scholarship 2019-2020

ART SHOWS

- First Year Art Exhibition
- CCA Scholarship Exhibition

VOLUNTEER

- YMCA Aquatics
- Camp Art Instructor at Mandoulidis School in Thessaloniki, Greece

EXPERIENCE

Apple Inc. via Apex Systems

Cupertino, CA | April 2022 - Present

Data Imagery Editor

- Efficiently identify and correct issues by annotating 2D/3D imagery.
- Optimize existing processes in order to meet client's goals.
- Skillfully analyze and remedy deficiencies by making 2D/3D generated data.
- Communicate effectively in a team environment in order to increase productivity.
- Use comparative analysis to establish conformity throughout projects.
- Self quality assurance designed tasks prior to completion.
- Ability to be open and receptive to feedback and execute necessary changes in a timely manner.

Leviton

Remote | September 2021 - February 2022

Illustrator, Freelancer

- Collaborated with technical engineers and the marketing brand director on illustrating line drawings into grayscale illustrations for healthcare vertical market.
- Worked closely with the brand manager to ensure consistency with illustrations.
- Participated in weekly team meetings to receive feedback and identify any corrections.

Digital Modeling Artist

Remote | Completed | December 2020- August 2021

3D Modeler, Freelance

- Collaborated with interior designers to create a chair.
- 3D Modeled a standard office chair using Autodesk Maya.
- Weekly meetings to receive feedback and address any corrections and critique.
- Used software to virtually place 3D modeled chair in intended environment.

Hianna Productions

Remote | January 2019 - Present

Modeler, Animator, Director, Writer

- Creating a series of short films such as The Cicada and Its Mantis
- Lead all technical support to maintain film consistency throughout the production process.
- Collaborate and work closely with animators/artists to develop animations for various scenes.
- Participate in weekly team meetings to determine the film's timeline.
- Animate 3D and stop motion in Autodesk Maya and After Effects.
- Managed post production process to deliver final film.
- Create a schedule to get films done by a deadline, and in a timely manner.

ADDITIONAL EXPERIENCE

Summer 2022 Animation Mentorship

May 2022 - August 2022

- 12 week summer course focusing on body mechanics in animation and acting in animation
- Highly selective course given by a Pixar animator
- Participated in lengthy critiques, and received feedback from mentor and mentees.

Women In Animation | Fall 2021 Mentorship Program

September 2021 - December 2021

- Expanded potential career path as a 3D artist.
- Learned what it's like being a 3D artist in an emerging tech field.
- Explored and learned about roles and responsibilities as a 3D artist.
- Worked with artists in different positions/responsibilities, and viewed their perspectives.

EDUCATION

California College of the Arts | December 2021

BFA Individualized with a concentration on Film, Animation and Illustration, and a Minor in Computational Practices