



Hans Seaz

Background & Concept 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
Blender

Clip Studio Paint

Zoom

Experience

Harold and the Purple Crayon - Bent Image Lab

May - Jul 2023

Lighting Artist

- Lit 2D characters using 3D lighting techniques from Nuke, a visual effects program, for an upcoming film.

Untitled Video Game - Moonbolt Studios

Sept - Oct 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 prepared animation for lighting
- Used Nuke, a visual effects program, to light several 2D characters

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